PACE WORLD

NEWSLETTER OF THE
PENINSULA ATARI COMPUTER ENTHUSIASTS

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PACE DATES

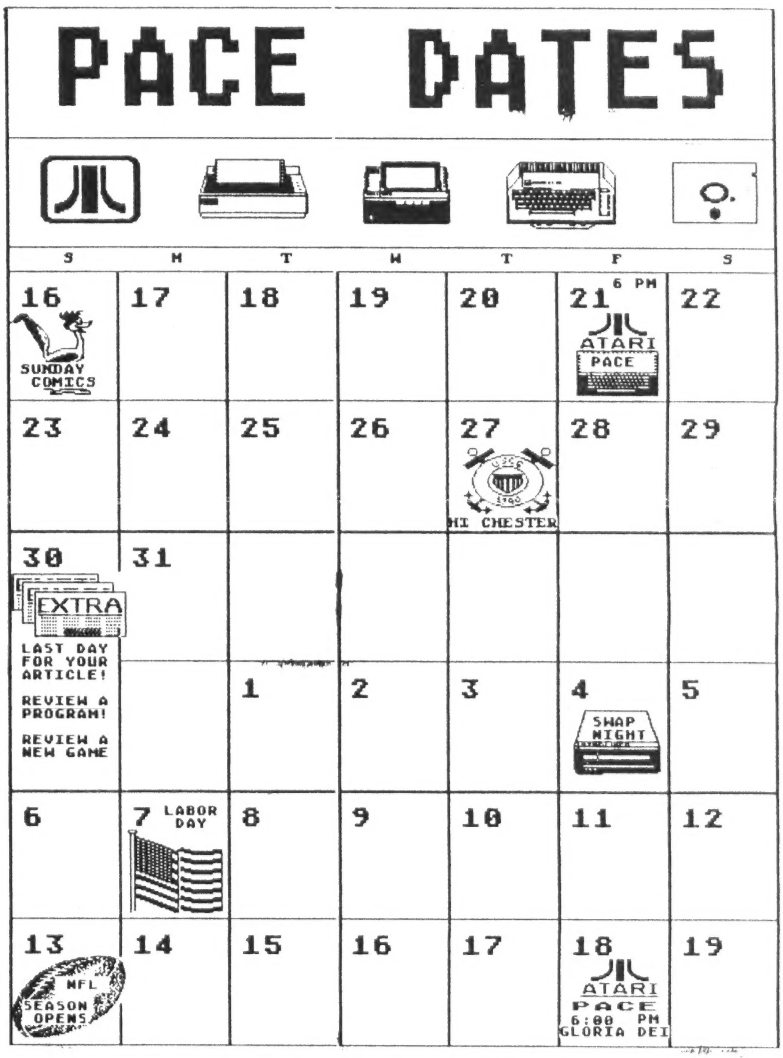
A new calendar is included in this month's PACE WORLD, a calendar that accepts multiple Print Shop icons and covers parts of two months.

Epyx recently released a calendar program for the Commodore which uses Print Shop icons, fonts and borders. I liked the idea of being able to use multiple graphics and considered the possibility of using the program to print the PACE calendar.

My first attempts resulted in a calendar with several glitches and I was disappointed to find that months that had days in six different weeks were printed with the last day or two at the beginning.

I wanted a calendar that would coincide with publication of the PACE newsletter and I wanted to be able to use multiple graphics.

Not being a programmer, my solution was to find some other program that might accept a calendar template.



Knowing I could use multiple graphics with News Station I decided to create my template with that program.

News Station is 80 columns across, which didn't divide by the seven days of the week. I made-up seven columns, each ten spaces wide. The left side template has three days (S-M-T) and the right side has the other four (W-T-F-S), allowing for other information to be placed on the left side.

After loading each template the six or 8 days which appear on the plate are ready for insertion of graphics and/or text

Labor Day, meeting days and other days were enhanced with icons or messages.

The project took some time to prepare, but now that the templates are complete it should be possible to run off a new calendar each month pretty quickly and get a good printout.

President's Column

I usually read "The End User," Arthur Leyenberger's monthly column in in Analog. (Sometimes it is the only reason I purchase the magazine.) Leyenberger frequently comments on marketing and new releases from Atari and some of the other major players in the home computer industry. After reading his column for this month, and some of the messages on the PACE BBS, I thought I might reflect on some of the recent moves by Atari Corp.

MORE VAPORS???

Does anyone remeber the 130XEP? It was one of four third-generation 8-bit machines announced soon after Jack Tramiel took over Atari. It was said to have been a machine much like the portable version of the Commodore 64. I would have bought one of those in a heartbeat. Imagine the flexibility allowed by being able to take your computer anywhere. This would be good for a college student, especially one that commutes and finds himself wasting time he could be spending using his computer. (Me.) Unfortunately, it vaporized. Too bad.

Another piece of hardware has been announced that I hope will not become vaporware before it arrives on store shelves. It has been about a month or two since the Atari-specific magazines have reviewed the XEP-80, the new 80 column box for the 8-bits. Again, I would buy one in a heartbeat, but I can't find one anywhere. Sometimes I wonder if the 80 column card, a good 3 years overdue, will go the way of memory upgrades and other upgrade-oriented hardware. I hope not.

Leyenberger suggested in the June 1987 Analog that the lack of upgrades is strong evidence that the current user is not most important to Atari, but rather the potential user, who will lay out large sums of money for a complete system. Time will tell if Leyenberger is correct with his assertion.

Parallel vs. Joystick Port

Although I like the XEP-80, I have serious reservations about using the joystick port for data transmissions. In the spring, 1987 Atari Explorer, John Skruch, associate director of computer software for Atari, said that the joystick approach gave all users "...access to this kind of significant upgrade."

While I understand this approach, I don't understand why they couldn't have simply put on two ports: one for a joystick cord (detachable so you can get it out of your way if you don't want to use it), and a parallel port with cables for both the 800XL and 130XE parallel ports. A parallel port can read or write 8 bits at a time to an external device, while a joystick port only can input/output 4 bits at a time. This means a parallel port could transmit at twice the speed of a joystick port. While the speed difference would probably not be noticeable when doing i/o to the screen -- where most data lengths are short -- it would be noticeable when using the printer port, especially in a high data amount application such as Print Shop.

A parallel port would also allow the placement of any configuration software being placed in ROM and read into memory on powerup, instead of read from disk. I'll have to wait until I get one and see how it performs.

Treasurers Report

As of July 29, 1987 the treasury has $308.69.

The following dispursments were made during July:

Raffle tickets	$75.24
Picnic expense	$11.07
Newsletter, misc	$10.71
Newsletter, printer	$30.00
Newsletter, bulk rate	$25.00
Newsletter, stamps	$22.00
ODDX/PACE phone bill	$28.56
	$202.58

The following deposit was made during the month of July: $105.00

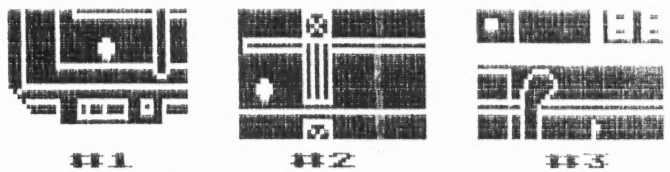
New Memberships: Byron Youngblood, John Crawford and John McColman

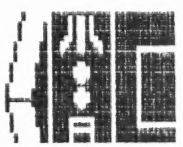
Renewals: Dave Koster, Jeff Cleveland, Kevin Johnson and Shannon Hendrix

The following memberships are overdue and subject to deletion from our mailing list: Chris Benner, Robert Bradley, Vinnette Dephillipe, Bernard Ellis, Kent Herring, Ronald Luff, Al Materia, Richard Moody, William Powell, Ed Prior, Steve Smicker, Noel Talcott. If your name is on this list PLEASE get in touch with me or Joe Cullen as soon as possible.

Remember - your expiration date is on your mailing label. We do not send individual reminders telling you that your membership is about to expire. It is your responsibility to pay your dues on time, although we give you a one month grace period.

We are planing many exciting things for the upcoming year. We expect to get involved with STATUS and we will going to the HAMFEST in October. Atari has already responded to a request for support from STATUS. Don't miss these events just because you didn't pay your dues and didn't get our newsletter.





THIS IS AN ENLARGED VIEW OF A PRINT SHOP ICON, AN ATARI 810 DISK DRIVE.

CAN YOU IDENTIFY THE SIX DRIVES ABOVE? WE'LL GIVE A PRIZE TO SOMEONE WHO'S ABLE TO IDENTIFY ALL SIX DRIVES. IF YOU THINK YOU KNOW ALL SIX BRING THE ENTRY TO THE NEXT MEETING. IF THERE IS A TIE THERE WILL BE A DRAWING.

1. _____ 2. _____

3. _____ 4. _____

5. _____ 6. _____

‡LIBRARIAN'S CORNER‡‡

Greetings to all Pacers' for the hot, muggy, "Dog-Days" of August! Is it hot enough for everyone!? Yes, indeed, it is! Since it IS so warm, alot of indoor time will be donated to your computer, so let's get started!

We have some very nice programs to share this month for both 16 and 8 bitters... for the ST we have a host of new programs for your enjoyment including JUGGLER.ARC, the infamous demo from Amiga ported to the ST (you need 1 meg. to run this one!), HBDEMO.ARC, the beta PD demo of HARDBALL! which has excellent graphics, WHEEL2.ARC, the "new and improved" version of Wheel of Fortune, SPECTRUM.ARC, the beta PD version of the forthcomming program from ANTIC, THEMEN.ARC, an excellent PD database-type program, and The newest version of Uniterm, UNITERM7.ARC complete with an Autodial that WORKS, and lots more, too many to mention here!

For the 8-bits we have the DAISY DOT FONT EDITOR DISK #2, a really great companion for the DAISY DOT DISK that includes 14 more NLQ fonts made up special by our own Steve Fishbein (thanks Steve!). This disk is certainly worth your while to get for your EPSON or true compatible printer! You may also create your own NLQ fonts to use for special occasions and the like. Also, for HAPPY USERS, we have an excellent disk all the way from HAWAII called the HAPPYXL INFO DISK (Side 1) and the HAPPYXL SUPERBOOTER DISK (Side 2). This whole disk gives you information on HAPPY, 256K upgrades, XE/XL ramdisks, etc. All of the docs are on the disk to boot! (Pardon the pun!), and last but not least the ACTION! PD RUNTIME DISK PACKAGE, another excellent whole disk with demos, programs and docs.

Well gang, there you have it for this month. At this time I'd like to thank Dave Koster, Dave Williams, Steve Fishbein, Mike Finn, Jeff Cleveland, Joe Cullen, Al Materia, Jr., Rafael Benet, Ron Hunt, Jr., and Blake Patterson for all of their time and trouble getting, uploading and donating most of these programs so that we may all enjoy, share, and benefit. See you next time!

‡‡Maria‡‡

‡‡ST REVIEW‡‡

by Maria W. Campbell

Over the past several weeks I have picked up two new ST programs, 10TH FRAME, by ACCESS SOFTWARE, and STARGLIDER, by RAINBIRD/FIREBIRD SOFTWARE (published in the UK; USA licensees FIREBIRD SOFTWARE). I have to say that both are EXCELLENT programs.

First off we have 10TH FRAME... This is a game that will take you away from your own local bowling alley to your ST right at home, it is so realistic! This game is a simulation that gives you the look and feel of real bowling by blending great graphics, sound, and gives you a "true" 3-D perspective view. You may bowl in leagues, teams, or open bowling at three levels: Kids, Amateur, or Pro, and you have "real" shots to make by throwing the ball straight or hooking, and you also have real pin action and sounds! Of course as in real bowling, you can get strikes, spares, and yes, "open" frames, and even splits. Only once did I convert a 7-10 split, and I think that was pure luck! The pins falling down sounds like the real thing, and if you get a strike, "the people" will clap loudly and whistle, and you'll hear a very clear "digitized" YEAH! If you convert a spare, you will get some cheers and claps, too. You can even PRINT OUT your scorecards! A really great game for 1 to 8 players. Bring on the drinks and pizzas! Nicely done!

Speaking of "digitized" sound, next up we have STARGLIDER... The opening screen has a great picture of your spaceship, and the sound is really GREAT! IT SINGS "STARGLIDER!" with a "rock-track" soundtrack to boot! You get "voice" instructions all thru the game as well as more singing/music durning the "intermissions". When I first heard it I said, "Okay, folks, where is the CD?", I mean it's THAT good... it does not sound like a computer at all... anyway, this is a 3-D combat space flight-simulator that is truly arcade quality with "vector" graphics. Your mission is to engage in combat with the enemy, the Ergon air and ground forces, led by the infamous Hermann Krudd and his terrible troops. The stardate is 3429.6.87 and while Krudd and Co. have the most sophisticated spaceships and weaponry in the galaxy at this time, you have a spaceship that's called an (A)irborne (G)round (A)ttack (V)ehicle. Your AGAV is 800 years behind the times; you are out-gunned, and out-manned, but you are more maneuverable. Let me say, this isn't easy at all! It's tough just to stay alive in this game, it is very hard to find out how to refuel, get more lasers and missles, to dock for repairs in the silos, let alone to FIND one... the manual that comes with STARGLIDER only HINTS at "how-to-do-this", but really you are on your own to fly-by-the-seat-of-your-pants... so to speak; you'll have to find out by yourself thru trial and error on what to do, and when, and it's fun, but tough! It takes several hits on the enemy just to destroy them; some of them can take anything that you can dish out, except a missle hit in the "right" place... and you may carry only two missiles aboard at a time. Although STARGLIDER is indeed a challenge, for those of you who like "shoot-'em-ups", lots of action, and want to save the universe" just one more time", I'd recommend it highly... but I think that for now I'll enjoy 10TH FRAME because... I can bowl better than I can fly!!

‡‡MARIA‡‡

ChessMaster 2000, ST version.

by Lamar Rogers

I enjoy chess programs. In the past, on my eight bit Atari, I have owned or used ATARI Chess, Parker brothers Chess, Chess 7.0, MYCHESS II, and ChessMaster 2000 for the eight bit Atari. There's something almost magic about a program that seems to think. When you think of the possible moves during a midgame, or the precise play required to win an endgame, it boggles the mind that a microcomputer can do this. ChessMaster 2000 for the ST is by far the most powerful chess program I've owned.

There are a number of "nice to have" features on this program, and only a few complaints. First off, the program is copy protected, but if you send in a form that comes with CHESSMASTER 2000, along with $10, the company will send you a "personalized" unprotected copy of CHESSMASTER 2000, that can be run from hard drives, copied to doubled sided disks, and backed up using standard GEM desktop methods. On the minus side, this program requires 2 disks to run. If you have 2

drives, you can boot up the program with disk 2 in drive 2, and the program will execute uninterrupted , but if you have one drive, the program will prompt you with: "place disk B in drive A and press RETURN". Disk B is NOT copy protected, and the documentation suggests you make a backup of this disk, and use a working copy. Disk B contains the files for the digitized phrases, (more about that later), 100 of the classic chess games, and your old games, or games in progress. CHESSMASTER 2000 has many extra features that only show up on the ST version. For instance, there are digitally sampled phrases on each disk, where a person has spoken phrases into a microphone, and they were digitized, and saved as files on the disk. When you boot up the first disk, You see the logo "THE SOFTWARE TOOLWORKS", and the ST says; "The software toolworks presents....", and then after a disk access, the screen switches to a picture of the "Chessmaster", and says; "The Chessmaster 2000." After disk B is loaded, the program says; "I'm the Chessmaster, wanna play a game?". Talk about user friendly! However, here is the next minor complaint. The voice is interesting, and novel for the first few games, but hearing it before every one of your moves begins to get distracting. It will say; "Your move!" in a somewhat brusque voice. The other alternatives to indicate it's your move is: music (horrible), or bell (not as bad), but my favorite is silence.

The other major advance in CHESSMASTER 2000 over my older chess games, is the graphics. Both MYCHESS II, and CHESSMASTER 2000 for the eight bit Atari, have 3D graphics, but the eight bit's lack the resolution to easily play chess in 3D. The pawn looks too much like a bishop, and can "hide" behind a bishop or rook. Also, the queen looks too much like the king. A player spends more time trying to decipher the pieces, instead of thinking of strategy. This is not the case with CHESSMASTER 2000 for the ST. The monochrome graphics are excellent, and the color graphics gives you the choice of wood or metal chess sets, and the option to change the square colors, if you don't like them.

But enough of sound and graphics, let's look at some other features of CHESSMASTER 2000. Moving is one of the nicest enhancements of the ST version. Moves are entered using the mouse, with the familiar arrow replaced with a hand. To move a piece, just position the hand on it, and press and hold the left button. After moving the piece to it's destination square, release the left button, and the piece will set down, and CHESSMASTER 2000 will begin to think of it's reply to your move. If you want, moves can also be entered via the keyboard, in algebraic notation (b1-c3). There are 12 levels of play against CHESSMASTER 2000, ranging from 1 move every 5 seconds, to 1 move every 10 hours. The NORMAL play function is the default play, with CHESSMASTER 2000 choosing between several responses. A user can select BEST play, with the computer always making the move it thinks is best, or COFFEEHOUSE, with an increased chance of alternate (usually weaker) moves. This program doesn't leave out the beginner player either, even if you barely know the moves of the pieces. There are two options just for newcomers to chess, NEWCOMER STYLE, and TEACHING. When NEWCOMER STYLE is on, CHESSMASTER 2000 will play its weakest games. This allows a newcomer to get a "feel" for the moves and rules of the game. When TEACHING is on, and a piece is selected to move, a shadow of that piece is displayed on well written, and good use is made of drop down menus, but if you want to concentrate more on chess than "mouseketeering", the program makes good use of function keys and the keyboard. For instance, the two functions that most people, myself included, will use are: TAKE BACK A MOVE, and ASK ADVICE. These are done using [UNDO] (for take back a move), and [HELP] for ask advice.

Some other nice features of CHESSMASTER 2000 are as follows; SAVE CURRENT SETTINGS, (allows you to configure CHESSMASTER 2000 to select your options on boot-up), EASY mode, (CHESSMASTER 2000 doesn't think while you make your move), OPENING BOOK, (library of 71,000 opening moves), CHESS CLOCK, (times the game), ROTATE BOARD, (90 or 180 degrees), PRINT MOVES, SETUP board, ANALYSIS of game, and SOLVEMATE. This program should be considered if you enjoy chess, or even to learn the game. It's $44.95 from The Software Toolworks: One Toolworks Plaza, 13557 Ventura Boulevard, Sherman Oaks, CA. 91423 (818) 907-6789.

REVIEW-THE LURKING HORROR BY JOE CULLEN

Infocom has struck again with a great new text adventure. Author Dave Lebling draws upon the combined styles of Stephen King and H. P. Lovecraft in this chilling and nightmarish tale of horror and mystery.

Your character begins as a student using a computer terminal to do some homework. Sounds familiar doesn't it. All of a sudden, strange images appear on your screen drawing you into what is the start of a great and powerful mystery that hangs over the halls of the school. You must search the dimly-lit corridors, storage rooms, and weird passages to solve the mystery.

The game is well packaged, as are all the Infocom games. Many suprises lie inside the package as well as one little fellow with quite a few legs. (suprise) The game is of the same quality we have come to expect of Infocom and it is well worth the money.

I suggest that all you gamers that want another great challenge go pick up a copy of THE LURKING HORROR today and get set for a terrific adventure in horror.

PACE ST RAFFLE! - Dave Koster

Thanks! to all the hard working PACE members who have been out there selling those raffle tickets. We have raised over $500 so far and have already purchased one of the two 520ST systems we need. There are still about 400 tickets out there being sold, which will easily put us over the amount we need to call the sale an outstanding success. However, let's not rely on all those being sold. We still have tickets available, if you haven't picked up tickets to sell, please lend a hand. Call any officer or give me a call and we will get the tickets to you.

The drawing is September 18th, don't let your friends and co-workers be denied their chance to own a powerful and fun ST computer system. For those of us with tickets yet unsold, it's time to start cranking up and finding new ways to sell. Out-of-town relatives, professional organizations, let's go! We need to push, it means alot to Gloria Dei and PACE!

If you need help or have questions, don't hesitate to call me at 838-9614.

Thanks again for supporting PACE!!

PACE IN CAPE MAY

Greetings from New Jersey! In case there is anyone out there who does not already know, Chester, Brandy and I moved last week to Cape May, New Jersey. While we haven't had time to do too much exploring, preliminary observations are NOT good. Thus far we have only found two computer stores that carry Atari software. One of them only has very old software, but at least they're only charging $5.00 each for them. The other place is a Software City, but they only have about five or six pieces of software (the most recent of which is Print Shop!), and they're still charging full retail prices for them!

We asked the owner of the Software City if he knew of an Atari User Group in this area, and he as much as laughed at us. Of course, we could always start our OWN club, but with only three members - all with the same last name - I doubt if we would last very long!

The reason for this whole depressing story is to let all our PACE friends know that we still consider ourselves part of PACE, and we intend to remain in touch. As a matter of fact, I was informed by our illustrious newsletter editor that we WILL be expected to submit our newsletter articles as usual. I already have plans for a couple of software reviews for a future newsletter. They are reviews of the two newest offerings from Infocom: STATIONFALL, which is a sequel adventure to PLANETFALL, and THE LURKING HORROR, which is reminiscent of a Stephen King novel.

I also want to extend an invitation to all our friends to come up and visit us. In case you need a bit of incentive, we are less than five minutes away from some beautiful beaches, and less than an hour away from Atlantic City.

Take care everybody, and let us hear from you guys! (Joe has the address and phone number.) Until next month.....

LINDA MARKS

GUNSLINGER

GUNSLINGER, from Datasoft, is a graphic-text adventure set in the old West. As ex-ranger Kip Starr, your goal is to find and rescue your one true friend, James Badland. According to the telegram you just received, James is south of the border, behind bars and due to be HUNG in just two days! So saddle up and get going!

The game consists of three disks, front and back. There are six areas to explore (and hopefully survive) before you reach your destination. You will visit two towns, one inhabited, the other a ghost town, an abandoned mine, an Indian village, and a U.S. Cavalry fort. You will be travelling on foot, mule, horseback, canoe and train. Needless to say, you will encounter your share of "bad guys", so be on your toes!

Game play is really quite simple - you can use a joystick, the keyboard, or a combination of both. On the screen, beside the graphic representation of your location, are the lists of acceptable commands. There are separate lists for verbs, nouns and prepositions, all of which can be viewed and/or chosen with the joystick and fire button. Or, you can simply type in your commands. Having the lists of available vocabulary makes this an excellent adventure for first-time adventurers, as they don't have to spend lots of time trying to figure out which commands are recognized, but can instead concentrate on solving the many "puzzles" encountered. On the other hand, as a long-time adventurer, I found some of the "puzzles" too easily solved just because I KNEW what commands were available.

There are a few other complaints I have. First is the game's occasional lack of understanding particular words or sentences which it previously understood perfectly. For instance, in a certain location, near a river, if you type "SWIM RIVER" it will respond "THAT WOULD BE MUCH TOO DANGEROUS". However, at a different location, also near a river, if you typed the same thing it would respond "I DON'T UNDERSTAND THAT SENTENCE". There are many other instances in which this type of problem occurs, and I find it detracts from the game. There is no reason for this type of "selective amnesia" in a well-tested game.

The next complaint is much more annoying. Even though the game is on six disk sides, it only uses one drive. That means lots of disk swapping, both while playing and while saving a game in progress. Again, not major, but certainly annoying.

Now let's talk about the documentation that comes with GUNSLINGER. To begin with, it is practically non-existent. You get a brief description of the game, some instructions on using the joystick (which are worded as if we have the intelligence of a turnip) and a couple of "hints" that I think were only included to fill up the rest of the page. The entire thing is only two pages, and the really aggravating thing is that it is ALL COMMODORE SPECIFIC. There are detailed instructions to load and run the game, how to format a save-game disk, and which keys to use for different things ONLY FOR A COMMODORE. On a separate piece of paper, it says if you have an Atari, see the Commodore instructions. Personally, I find this very insulting. Are we Atari users just an afterthought, or what?

After all my complaining, I think that GUNSLINGER is still a decent adventure. Not great, but I think new adventurers especially will enjoy it. As of this review I haven't finished it (I'm in the fifth of the six locations), so I don't know how it ends, but I intend to find out. Overall, I must say I'm pretty disappointed in this offering from Datasoft, though that's just MY opinion.

Linda Marks

ATTENTION: WANTED

Wanted: Atari Touch Tablet or Animation Station or Koalapad. Please contact Tim Brown at 868-9137 if you have one to sell or trade.

Thank you,
Tim Brown

ACE OF ACES
by Steve Fishbein

Last year one of my contributions to PACE WORLD was an article examining some of the Commodore programs which had not been released for 8-bit Atari computers. Included in that group were Infiltrator (a helicopter simulation) from Mindscape, Hardball, a baseball game from Accolade and Ace of Aces, an excellent flying program from Accolade (64K only).

The object in Ace of Aces is to complete four missions in your British Spitfire plane, attacking a German troop train, sinking subs, knocking down buzz bombs and winning dog fights in the air.

The game offers a practice mode for each task - and I can assure you that you will need lots of practice - as well as single or multiple missions.

The graphics are superb with several views which can be controlled by joystick or number keys.

In addition to the normal forward perspective, one can look right and left, operating engines on each side with realistic looking propeller movement, using a fire extinguisher when you see an engine on fire, and raising or lowering flaps.

A view of the bomb bay shows what weapons are still available and a bomb sight operates with the bay doors open.

The navigator's view is a map showing your location and the location of your tragets while another screen shows your status and points scored, which in my case has been pretty bad.

With few games released for the Atari recently it's encouraging to see that some of the best software for other computers is again being translated for the Atari. Accolade deserves an "accolade" for releasing Ace of Aces for the Atari.

FLIGHT SCENERY DISK 7

Sub-Logic, contininuing to support the Atari FSII program, recently released scenery disk 7 for the Atari, which has more than passing interest because it covers the southeast, including Hampton Roads.

The two commercial airports, Patrick Henry and Norfolk, are on the map along with Langley and the Oceana NAS, but the Norfolk NAS was omitted.

Land areas are well defined along with major roads. I-64 and Mercury Boulevard are easily spotted along with the Hampton Roads Bridge Tunnel and the Coleman Bridge at Yorktown.

Disk 7 includes Washington DC and views of the Capitol, Washington Monument and other buildings; the Jacksonville Area includes Cape Canaveral and many gantrys. Miami has several major buildings and one can even fly to Nassau in the Bahamas and the Charlotte, NC sectional completes the areas.

Documentation is greatly improved with this disk. Several flights are suggested with things to look for, similar to the flights suggested in the series of books by Charles Gulick.

GRAPHICS TRANSFORMER

One of the most useful programs ever published in Antic was the "Rapid Graphics Converter" which converted graphics from one format to another. That program, accompanied by Graphic Shop, made it possible to use a number of graphic files in other applications, including conversions to Print Shop.

Alpha Systems has released Graphics Transformer, which accomplishes the same tasks as R6C and GS, but does it in fewer steps. The Alpha Systems program also provides a conversion of Typesetter graphics to other formats. To demonstrate the capabilities of Graphic Transformer I created the Disk Drive Quiz.

The puzzle pictures were first taken from typesetter drawings and enlarged to a full screen. Then I converted to Print Shop format, blocking a small part of the full screen. The Print Shop icons were then put on a News Station plate and the numbers added.

Graphics Transformer also converts graphics directly to Magniprint format for those who have that Alpha Systems program.

FROM THE ASSISTANT EDITOR.....

Last week I took some time to read through a number of newsletters from other Atari user groups. There seemed to be a great deal of similarity in the comments that the 8-bit Atari computer is "dead" and that the ST's are continuing to grow.

I certainly wouldn't argue that the ST's are growing. The dis-interest in software publishers of producing new material for the 8 bits would be an indication that interest is waning.

There is a possibility that the renewed interest in "game machines," and the release of the 65XE game version will create a market for producers to write new programs which could also be used with the other Atari computers.

It was particulary interesting that in a Commodore publication a similar article discussed the continued support of the C-64. Commodore has been wise in up-dating their existing machines as well as creating new, more powerful computers.

The point I want to make, however, is that Atari owners already have a tremendous base of software available to them so the 8 bit machines can be as useful in the future as they are now. If there are to be no more new games for the Atari then the solution is to get a new computer for games, but I'll continue to use my Atari for applications.

A couple of years ago, when I joined PACE, I contributed a few articles to the newsletter. My schedule makes it difficult to get to meetings on a regular basis now so I've volunteered to replace Linda Marks as the Assistant Editor to Joe Cullen.

Oddly enough, both the Editor and his assistant will have difficulty getting to meetings in the next few months, but I think PACE members will continue to be pleased with both the content and the layout of PACE WORLD.

PACE WORLD REVIEW

PUBLISHING PRO EDITION

PUBLISHING PRO
REEVE SOFTWARE

Publishing Pro is an advanced version of News Station which lacks much of the versatility NS offers. That sounds strange, but Publishing Pro can produce a full page of text and graphics without using plates but fonts and sizes cannot be changed within an article.

PP material must be entered using X and Y coordinates. Banners and headlines are entered first and then areas for copy and graphics are blocked out for direct or disk entry of text files or graphics.

Publishing Pro provides an on screen outline of where the headlines, articles and graphics will appear on the page, but no copy is seen.

For this page I entered a large headline at X81 (the centering command) and Y2 (2 lines down). The sub-head in smaller type, was entered at X81 for centering and at Y8.

I left a blank space from Y11 to Y20 to allow later insertion of a column header. I then took a text file I had prepared with Paper Clip and saved it in ASCII form, with a left margin of 1 and a right margin of 39.

Paper Clip works very well with PP because material can be saved to match PP columns perfectly, which also provides an exact count of line space needed for the column.

I determined that this column would be exactly 53 lines long, a figure that would be needed when loading the copy into a PP column.

Once completed, a Publishing Pro page may be saved to disk as a News Station page of eight plates, or it can be printed. Saving the page in plate form permits some final editing.

Preparing a page using Publishing Pro requires extensive planning to properly locate the headlines, text and graphics at the correct coordinates, but a little practice makes it fairly easy to work up a page.

At right is the original PP page. I added some lines to separate all of the columns, enlarged the sub-heads, typed in this paragraph and pasted in the reduced original for comparison.

NEWS STATION COMPANION

News Station Companion is a welcome addition to Alan Reeve's original News Station program.

The Companion makes it much easier to prepare a banner for a News Station page using the "plate manipulator." A banner is prepared by entering copy and the program then centers the copy creating side-by-side NS plates.

A second Companion feature makes it possible to transfer longer files from disk to News Station plates. The original program limited the transfer to no more than one plate could hold, but Companion eliminates that problem.

The Companion fixes a problem with the original that split Koala graphics when transferred (a problem I solved by converting those files to Micro-Painter format which did load.)

The News Station Librarian is the fourth feature. NS pages required 416 sectors to store on disk. The librarian feature of NS Companion cuts down on the space needed to store a page.

PACE WORLD REVIEW
PUBLISHING PRO EDITION

PUBLISHING PRO

Publishing Pro is an advanced version of News Station which lacks much of the versatility NS offers. That sounds strange, but Publishing Pro can produce a full page of text and graphics without using plates but fonts and sizes cannot be changed within an article.

PP material must be entered using X and Y coordinates. Banners and headlines are entered first and then areas for copy and graphics are blocked out for direct or disk entry of text files or graphics.

Publishing Pro provides an on screen outline of where the headlines, articles and graphics will appear on the page, but no copy is seen.

For this page I entered a large headline at X81 (the centering command) and Y2 (2 lines down). The sub-head in smaller type, was entered at X81 for centering and at Y8.

I left a blank space from Y11 to Y20 to allow later insertion of a column header. I then took a text file I had prepared with Paper Clip and saved it in ASCII form, with a left margin of 1 and a right margin of 39.

Paper Clip works very well with PP because material can be saved to match PP columns perfectly, which also provides an exact count of line space needed for the column.

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CLUB OFFICERS:

PRESIDENT:	JEFF CLEVELAND	851-5918
8 BIT VP:	SHANNON HENDRIX	851-4248
ST VP:	MARIA CAMPBELL	596-5179
TREASURER:	MIKE FAZZI	838-5680
SECRETARY:	AL MATERIA	723-0038
ASST. ED.:	STEVE FISHBEIN	877-1225
EDITOR:	JOE CULLEN	838-5326

PACE MEETS AT GLORIA DEI SCHOOL

LOCATED ON FOX HILL ROAD OPPOSITE FROM WILLOW OAKS SHOPPING CENTER, HAMPTON, VIRGINIA ON THE FIRST AND THIRD FRIDAY OF THE MONTH

P.A.C.E. WORLD

JOE CULLEN, EDITOR
834 CHURCHILL TERRACE
HAMPTON, VA, 23666

PLEASE PLEASE PLEASE
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SASKATOON ATARI SUPPORT GROUP.

THE CURSOR

SASKATOON ATARI SUPPORT GROUP

BOX 8191
SASKATOON, SASK.
S7K 6C5

SASG is an independent, non-profit computer club and user's group. This group is not affiliated with Atari Corp. or any other commercial organization. We are a support group interested in sharing the latest news, reviews, rumors and public domain software with members. We meet the second Tuesday of each month, September through June.

If you are not a member, you are welcome to attend three meetings, then we hope you will become a member.

WE NEED YOUR SUPPORT----------YOU CAN BENEFIT FROM THE GROUP!

CLUB MEMBERSHIP:

- Membership is $20.00 a year plus 1 diskette for each family (1 or more persons) from September 1 to August 31.
- A person can attend 3 meetings only, then must become a member.
- A member may bring a guest to 3 meetings.

CLUB BENEFITS:

- Borrowing and copying privileges on the club's public domain software library
- Borrowing privileges on the club's commercial software library.
- Receive the monthly newsletter (1 per family) of informative articles, software reviews, hardware reviews, programming topics, rumors, etc.
- Access to different Atari newsletters, manuals and general information
- Special theme presentations at each meeting on equipment, software,tutorials, methods; and time for Special Interest Group discussion
- Free advice, assistance and support from members
- Club Bulletin Board - 665-0468

EXECUTIVE OF SASG FOR 86-87

President	Richard Briand	242-9580
Vice President	Mike Hansen	955-1401
Secretary-Treasurer	Sandy Woynarski	373-7591
Newsletter Editors	John Cook	477-1748
	Ron Loomis	931-2411
Membership Director	Stan Woynarski	373-7591
Software Librarian	Gary Maloff	242-0413
Documentation Librarian	Roy Pugh	343-9866 (evenings)

AND THAT'S THE WAY IT WAS

Richard Briand
President S.A.S.G.

The month of May brings us to the close of another year at the Saskatoon Atari Support Group. As our interests turn outside from our computer desks I would like to reflect on our last year.

As always a club like ours is only as good as the people in it. We've had some very dedicated people on the executive to help keep the club going. I would like to take this opportunity to thank all of you for your welcomed assistance. That is not to say all the efforts this past year came from the executive either. To the members at large (nothing personal) thanks for your ideas and contributions.

A quick review of the year:

September was our first meeting of the new year. The meeting was mostly club business, a chance to get to know your new executive and a review of the clubs goals.

October brought us our first newsletter of the year. It was a good beginning as each newsletter got better. This was also the month that Telecable 10, our cable community programming channel, came to tape our meeting. The featured topic was graphics programs. Shawn Ferenbach did an excellent presentation. By the way his artwork on the 8-bit computer is in the club P.D. library. Also an update on the airing of the Telecable 10 show featuring our club has still not been planned. I will try to have more for you at the May meeting.

November was a very different meeting. It was the first time a non-member addressed the club. Mr. Kelvin Jones from CANADA CUSTOMS came to talk to us about the new regulations and procedures for importing goods into Canada. It may have been a bit long but now we know that if you were to import cocaine not only will they arrest you but they have an import duty on this controlled substance.

December as usual was a copy nite. Our P.D. libraries, 8 and 16 bit were both there in all their finest.

January brought on the word proccesing discussion. A very useful topic for many of us.

February was music month at the S.A.S.G. We were treated to a most impressive display of the MIDI capabilities on the ST.

March featured games. Members were invited to bring their favourite games to show everyone else. I realized the fantastic potential of Flight Simulator II by using it with '40 Great Flight Simulator Adventures' by Charles Gulick from COMPUTE! BOOKS.

April was mostly club business by electing a new executive. Roy Pugh also discussed programming languages with those so inclined after the meeting.

May is our last meeting and another copy nite.

All thats left to say is best wishes and good luck to the incoming executive.

THE ELECTION OF A NEW SASG EXECUTIVE

Don't you feel different when you wake up in the morning? That's the result of what happened in the second Tuesday of April 1987.

Richard Briand, our former president, managed to half-return to private life, becoming for our club what his French ancestors used to call l'eminence grise.

Richard lured different fresh-blood members into accepting positions of crushing responsibility, and only afterwards announced his half-departure.

All members enthusiastically adopted the suggestion to have Stan Woynarski as president. Stan always comes to the meetings with a Samsonite he keeps half open, full of papers, giving a feeling of reliability, like a disk that never fails.

The Vice President is Keith Morphy, whose amazing energy and ability will show as soon as he will cease to leave this newsletter without the advertising flurry he committed himself to obtain. His name is spelled with an o not with an u, which is not as much the Irish way as the classic Greek one inaugurated by Morpheus or Morphaeus, the famous God of sleep.

Here's a full list of

EXECUTIVE OF SASG FOR 87-88

PRESIDENT	STAN WOYNARSKI	373-7591
VICE PRESIDENT	KEITH MORPHY	477-0173
SECRETARY TREASURER	SANDY WOYNARSKI	373-7591
MEMBERSHIP	RICHARD BRIAND	242-9580
NEWSLETTER EDITOR	SERGE FARCASAN	931-3275
LIBRARIAN	ROY PUGH	(evenings)343-9866
ST LIBRARIAN	GORD MALINOWSKI	373-8644
SYSOP	GARY MALOFF	242-0413

(AREA CODE: 306).

FLYERS CONSPIRE AGAINST THE SASKATARIANS!

An investigative report
by SERGE FARCASAN

The members of the Saskatoon Atari Support Group--the Saskatarians--should be aware of the unusual events which led to the semi-retirement of Richard Briand, our former president.

And do you know what really led to the election of a new president? (Whose name, incidentally, is the only one harder to spell than Farcasan--Mr. Stanley Woynarski.)

We won't call the events a *conspiracy* or a *plot*. Let the reader judge!

HAS MARY POPPINS FORCED RICHARD BRIAND TO RESIGN?

At first sight, there's no connection between Mary Poppins and Richard Briand--except what people call fly or flying. Indeed, the famous Mary Poppins used to fly (with an umbrella).

On the other side, Richard is an air controller. Nobody can fly over Saskatoon without his knowledge (except, of course, the birds).

The connection didn't appear striking until two months ago, when some of our members saw Richard on a playground (located between the Silverwood public school and the one called Sister O'Brien). What was the air controller doing there? Brace yourselves:

He was flying a kite!

Now, in case you forgot the Disney movie--presented on channel 7 just this May--the main song of Mary Poppins and the main slogan of being semi-detached is called "GO FLY A KITE!"

Poppins charmed a serious bank manager into shrugging off his responsibilities--just go fly a kite!

That's what Richard did: he prepared himself to leave our club's presidency and go fly a kite!

But whom did Richard propose as the new president?

Stan Woynarski!

What is Stan dealing with?

We know that Richard controls all the sky above Saskatoon except for the birds!

Well, that's exactly Stan's turf: the sky and the birds!

He's working with the Government and the University to take care, sanctuary-wise, or to control the birds flying over us for migratory purposes!

See now? An air controller goes to fly a kite and leaves behind him a bird controller! It seems that these people have a determination for keeping our club in the air! Nobody else can get up there!

And they obliged me to make this newsletter as a flyer!

Now you know the reason why Roy Pugh, our documentation specialist, works every night on you know what, don't you?

He works on a flight simulator! So I have a feeling I know who, in the nineties, will succeed Stan!

BITS AND BYTES

IN LITTLE BITES

****

BELIEVE IT OR NOT, ATARI DELIVERS:
THE ERA OF THE 8 BIT 80 COLUMN ARRIVED IN THE EIGHTIES! BUT...

****

by The Editor

FLEXIBILITY, ANYONE?

The good news: Atari finally delivers the 80 column system for our 8-bit computers.

Included in the package of good news: you don't have to penetrate the poor machine. XEP-80 is a separate piece: we would have called it a software interface, but wouldn't it sound a bit old-fashioned? So they called it handler. You can plug it in your joystick, I mean the computer's port.

Just three months ago I came up with the idea of replacing text windows with two monitors: two monitors giving different images from a single computer. John Cook, if I remember correctly, explained to me very convincingly why the thing can't be done or it's not worth doing. By the time he finished persuading me, Atari had done it: "a two-monitor system, maintaining 80-column text on one display and, perhaps, graphics on the other." So says "THE OFFICIAL ATARI JOURNAL" otherwise called ATARI EXPLORER, in its good-until-June-1-1987 issue. The triumphant title announces:

"A new 80-column interface module offers increased flexibility to owners of all 8-bit Ataris."

Now if I don't need a thing to spend money on, that's flexibility. I own so much of it that I could sell some, absolutely new, still in warranty; everybody knows I never leave home without carrying my flexibility on me.

On the other hand I'm a hard-core monomaniac in one regard only: I want the 80-column for word processing!

So if I dish out $79.95 real dollars, which in our charter of rights and freedoms translates in over one hundred bucks plus federal tax plus provincial tax plus Saskatoon library & potholes tax (I'm not sure about import taxes), do I get for all that money a what-you-see-is-what-you-get word processing program? Do I? Say yes!

Why, of course! answer The Explorers. How could you believe we'll sell you a flexible 80-column without WP?

OK, says my flexible self, I buy it! I don't even ask you about the price! Just hand me over the 80 with it's word processing program!

To which THE EXPLORER shows us a bit of real flexibility:

"Atariwriter 80, a new revision of Atari's standard word processor" is "due to be released shortly."

Shortly?

SHORTLY?

SHORTLY?

This song figured among the top ten many times, splendidly interpreted by anybody trying to sell you an 8-bit: even the grocery stores specialists (read SuperValu) could brief you that an 80-column word-processor will be delivered next week, but better phone before you come. So the only thing that changed is that now you'll have to buy a handler for the case you'll have to handle an 80 WP somewhere in the future.

So, to put it simply with my famed technical expertise: what's the difference between a HANDLER and a DOORKNOB?

I don't need to hire a Silent Butler or some other Atari finances program to calculate the difference: over one hundred Canadian greenies in favor of the doorknob.

And that was the bad news.

TO BE FAIR

We have two fairness problems to solve fast enough, before somebody starts to make some fairness waves. First fairness problem: the new editor of The Cursor, you should know this, owns an eight-bit computer. That propels him into a natural bias against the sixteen bit computers, makes him be more interested or at least understand a little better an eight-bit, the way a mother of only one kid, an eight-year old one, might understand less a teenager's problems. To eliminate this prejudice our members have a choice between two options:

Option 1: Watch the editor. Threaten him, sue him, denounce him, unmask him, expose him or, if all of the above fails, call to his attention whatever 16-bit problems you want treated in the newsletter and write yourself about sweet sixteen.

Option 2 (more elegant): Offer to the editor a free 16-bit Atari computer. This way his bias will be automatically corrected.

A second fairness issue deals with the previous note, in which we quoted THE EXPLORER. I can imagine the panic in the other Atari magazines: Saskatoon, the fastest growing city in Canada, quoted only one of them.

So here's a list of "the twelve publishers" who publish at least Atari ST software and who recently attacked a pirate business:

- Antic Software
- Batteries Included
- Digital Research
- Hippopotamus Software
- Infocom
- Megamax
- Michtron
- Procopy Quickview Systems
- Quantum
- Microsystems
- Regent Software
- Xlent Software.

Next time we'll give you a list of magazines.

NEW ATARI LIGHT

One of the best support group newsletters is the one we get from New Jersey (see the article of Donald Forbes about artificial intelligence). Here's an interesting bit of news released by the president, Bill Martin:

"A new disk magazine for 8 bit Atari's is being published. It includes 3 double sided, high quality disks per issue. The New Aladdin will be published 6 times annually at a rate of 79.00 per year."

So take notice: 79 U.S. dollars, The New Aladdin. Lamps not included.

INTERVIEW WITH A WINNER

AN IMPORTANT ANNOUNCEMENT FOR OUR READERS

Starting with the Fall, every issue will present you a member of our group and his brain hardware.

The first one will be JESSE BURNS, an eleven-year (and a half) member, who will be by then almost twelve-year old. Jesse won the contest for the best name of our newsletter: THE CURSOR. Among the club members he beat was an eight-year old, Danielle Burns, his sister.

STAY ON LINE UNTIL FALL.

CAN YOU DRIVE AN ATARI ON MICHELIN TIRES?

A sensational discovery
by our member, Tom Loewen

Like almost all Saskatoon Atari members, Tom Loewen was suspected of being lazy when it came to writing for our newsletter. You know hacks: they poke at games, don't bother with what we used to call writing.

But, answering our insistence, Tom wrote his article and sent it in time. Moreover, it might be the best article of this issue: if you don't read anything else, be sure you went through Tom's.

Besides being a remarkable innovator, Loewen is a champion of understatement. Here's how he starts: I had a slight problem with my disk drive: it stopped working. That's like saying, "my grandfather had a slight health problem: we organized a nice funeral." Let's listen to the man.

HOW I APPLIED CARDIAC RESUSCITATION TO MY DISK DRIVE WITHOUT REALLY SPENDING MONEY

xxxxxxxxxxxxxxxx
by TOM LOEWEN
xxxxxxxxxxxxxxxx

Several months ago I had a slight problem with my INDUS GT disk drive: it stopped working.

That model has several lights on the front panel, and none of them lit up.

What could have happened?

My first guess was that the power supply had unplugged (I was half right).

After checking all the connections (and finding nothing wrong) I decided to get fancy and dug out my multi-meter.

A few checks and surprize! surprize!--no power coming in.

After spending an hour or so in carefulness--trying to cut the box open along the seams--I got mad. (Editor's note: It can happen to SASG members too, it seems.)

I cut the top off with a hacksaw!

I found out the #@*&# box was filled with epoxy, of all things, and hence beyond repair. This also explained why the power supply weighed as much as the actual disk drive.

Problem: How do I get the drive working again?

(I was getting tired of using only one drive after being spoiled by having two drives.) I tried to get a replacement power supply. I tried all the computer stores in Saskatoon including stores for the "other" computers. (Editor's note: We decline any responsibility for Mr. Loewen's opinion about the Saskatoon computer stores. We will refuse to come as witnesses at his trial. However, we will bring him snacks at the jail in the hours allowed for outside visitors.)

No luck with the S'toon stores. The INDUS drive uses an unusual voltage. To be exact, 11.5 volts.

Now 11.5 is very close to 12 volts. Why not use a car battery charger or battery eliminator for CB radios?

But car battery charges are not regulated that good. (Editor's note: We're not responsible for Mr. Loewen's opinion about car batteries. He didn't mean to offend any battery or battery supplier of Saskatoon.) Not well regulated, batteries might put out as much as 15 volts! Such a diet definitely would not do the drive's electronics much good! The batteries, compared to computer power supplies, are not

filtered very well. (Ed. note: No allusion is implied about Saskatoon's baseball batteries, batters, battered wives or Canadian ships' batteries of guns: any resemblance is fictious and unintended.)

Oh, well, 11.5 volts was only Plan #1. Now for Plan #2, a battery eliminator. How about it?

No good! Battery eliminators are regulated, that's good, but like for many other regulations they apply to what you really don't need: in this case for 14 volts, when I needed only 12 if not 11.5. They aren't cheap and, for reasons I won't confess, I desired a cheap fix!! I also wasn't sure about the filtering quality. So much for Plan #2!

What now? Well, I thought, why not use power supply from an electronics supply store?

I checked and one would have worked, but ooooooooh! the price! (Ed. note: No allusion to S'toon electronics shops' prices!) It would cost half the price of a new disk drive, not exactly a cheap fix!

Well, a good idea while it lasted. Now what?

Hm, how about a car battery? It puts out 12.6 volts when fully charged. That's about one volt more than the original power supply.

The worst that could happen: it would burn out the drive--and the drive was useless anyhow without a power supply! Also, with a car battery I wouldn't have to worry about filtering.

So I hauled out my old car battery that was collecting dust in the corner of the car shed--and TRIED IT!

HOLD YOUR BREATH!

Amazingly enough, it worked!

Well, too good to be true.

The battery was well beyond a middle-age crisis: whether it did any job or not, it was getting exhausted twice a week. Yes, you read well: even if it didn't do a thing, I had to recharge it twice a week. But it didn't confess so from the beginning. No light, no warning. The poor computer was just giving me "DEVICE DONE" and other nonsense messages. My computer was embarrassed to speak openly about the old battery's condition, or maybe it wasn't programmed to do so: anyhow, it was taking on itself all the blame, as computers usually do.

Finally, I realized this recharging was starting to be a pain in the neck and other connective parts, so I decided to take the splurge: I bought a battery. Don't insult me, don't believe I bought a really new one: it was a cheap, reconditioned piece of history. I've been exploiting it ever since. Modest, it doesn't ask for too much food: one recharge lasts for about four months if I don't become abusive. The drive has been working PERFECTLY.

At the time, the total cost of repair represented about one-fifth the price of a new Atari 1050 disk drive.

I use double density for my own programs and would have had to buy a doubler to get the same type of replacement disk drive. (Editor's note: That's no allusion to our member Roy Pugh, who seemingly bought a doubler and got a little burned with it.)

That's what I consider a reasonably cheap fix.

"AND RIGHTLY SO!" SINGS THE SASKATOON ATARI SUPPORT GROUP CHORUS. "COULD YOU VISIT US AT HOME FROM TIME TO TIME, DEAR TOM? WE HAVE SOME PROBLEMS. COULD YOU ADAPT AN OLD CAR CIGARETTE-LIGHTER SO AS TO BLOSSOM OUR MONOCHROME MONITOR INTO FULL COLORS, INCLUDING A LITTLE WINDOW FOR CURRENT TV PROGRAMS ON CHANNEL 22?"

COMPATIBILITY, CONNECTIVITY AND... ATARISM

by The Cheeky Chip

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Note. The Cheeky Chip is not a real name. In the old times it was called a "pen name." Now it's a WPN, word processing name, belonging to a distinguished personality whose name will be revealed in proper time.

<><><><><><><><><><><><><><><><>

Last April, after our famous elections, we gossiped in the Kelsey backyard about the Atari shops left in Saskatoon.

Now don't imagine we spoke about that shop, you know which one. We couldn't have spoken about Amnesy Lane, since last time I phoned them they said they don't deal with any Atari eight bits anymore. (Like Maxim's in Paris telling you, Non, Monsieur, notre chef doesn't cook hamburjaers.) And we didn't gossip about Commo-Data, since they prepare to switch to the I'll Be Am Too clones. And not about Peter, the only one of the twelve apostles who still seems to believe in the resurrection of the Ataris, at least in their ST embodiment.

We all agreed these people need to make a living, and "the fastest growing city in Canada" (that's Saskatoon, you know) can't grow fast enough to be a market for little two-bit games and newly packed old software. Until here, we agreed.

But one of us--and I won't give his name, since lynching is forbidden by our statutes--said that the smart business persons realize that Atari is doomed. Everybody goes compatible! Even Atari, as announced by the previous issue of our newsletter, goes compatible! It makes a new type, I.B.M. compatible! It's the way the Universe is headed! The Sun and the Milky Way will cool down and fall in a black hole if they don't shine full compatibility!

Instantly, the other gossipers went wild, mad, lions, real Atatigers! How can one talk about a smart computer such as Atari going paws up just because it's different?

To make it shorter, I'll give you the essence of the arguments, let's say between two persons only. For simplicity, let's call them Plato and Socrates.

Plato: How can you sentence Atari to doom just because it's different? That's what hit I.B.M. now and got down its profits: the clones chase it to wipe out its last difference!

Socrates: Yeah?

Plato: Yeah! Two years ago IBM smiled under its moustache, proud that the other guys swore to be compatible with whom? with IBM--hence, the real thing, classic Coke, diamonds and not look-alikes! But then came the duck computer disaster: if it looked like a duck, it sounded like a duck and it processed like a duck, it had to be a duck! Why pay more?

Socrates: To be in! Why buy a little Chevy when B.M.W. means to be hip, yuppie and dink!

Plato: What's dink?

Socrates: Ancient Greek abbreviation for Double Income No Kids Couples.

Plato: Socrates, I'll sock it to you! IBM now tries TO ESCAPE THE CURSE OF COMPATIBILITY! Some dealers tried even to call it compatability, as if somebody would pay a thousand golden coins more for a letter difference. That's why they introduced those new ads and that new word: C O N N E C T I V I T Y ! On TV, they say now that they have the perfect connectivity. That really doesn't mean a thing other than the need to give a new face to interface, jack, cable, hardware handshake, soft hardshake or whatever you want to call tying a computer to another.

Socrate: By the way, have you seen those new little ties for computers, cute little costumes with lapels, buttons, ties and what not for a she or he computer? High

design for overnight dust covers.

Plato: Sock, try to concentrate. IBM's fight to find a new name shows it wants to be different. And that's why Atari will beat the others! It gives you more bang for the buck, more bit for the bet! It's original!

Socrates: But the compu fan wants to be with the crowd! Why should I have a superior Beta video and not find any free tape at the library? Enter any video store and you'll find lots of VHS and hardly any Beta. Atari is the Sony and Beta of computers: better than all of them and certifying that good guys don't win! You won't find so many games, programs, whatever for Atari, as you find for IBM, Commodore and especially the MacIntosh!

Plato: Don't give me that applesauce! Remember the battle of the telephones? How come the touch tone beat the old rotary disk system? People liked it! Now mark my words: touch tone was a minority! A rarity! But it won! Atari is more rare, but it will win!

Socrates: Plato, why do you have to deliver platitudes? Touch tone enabled people to communicate no less than the rotaries. When your sensory mate buzzed you for a little meeting over the week-end you didn't care if s/he spoke from a rotary. With an Atari you're perfectly happy as long as you remain a philosopher: self-contained, no need to communicate. But as soon as you want some new software gadget, as soon as you call another computer, they start to ask you about bauds, compatibility and what not. Have you ever seen how an IBM, even a junior, looks at an Atari? Nowadays you can't go to the washroom without carrying an interface!

We'll leave our readers in suspense.

But we invite them to bring in their input, feedback and so on!

What do you see winning in the future? A computer DIFFERENT from the others--just a little stronger maybe--or one that makes you feel NORMAL, COMPATIBLE with whatever comes your way, from a microsoft program to a macrohard mate!

Or maybe all that we'll ask from future computers will be the little bow tie and a new type of overnight shirt?

Speak up, ladies! You know men are too shy to write in the newsletter! All the hope stays with you! Write to your newsletter.

FOR COMPUTER RIGHTS!

by Karl Capek-Robotski

Recently, on the first page of The Globe and Mail, the national newspaper of Canada, I admired Ki, a kitten, and a monkey, this one anonymous.

Ki got publicity because she or he (the photo lacked precision) was comforted by a human female, Anne Doncaster, the leader of an animal-rights group. The leader&comforter's photo dominated the page. The first part of the article, "Nobody's laughing now" (May 4th) seems to belong to a new species of journalism, in which either you attack a movement all the way, with no word in its favor, or you praise it with sanctimony not used even in divinity matters: either go to hell or to heaven, we in the media are out of purgatories.

While past news told us one-sidedly about animal-rights activists who invaded Kentucky Fried Chicken stores shouting "Meat is Murder!" slashing the tires of the criminal meat-eaters and the vinyl of the heinous store seats--or the gang that beat a guy in Guelph, the guy who didn't tolerate on his grass littering slogans about a neighbour, university professor involved in medical research using animals--now the article lauds the animal-rights groups as hundred percent magnificent:

"Animal-rights activism essentially seeks a sane relationship between man and animal." (After what happened with the relationship between man and animal in Africa, AIDS and all this, we find the program for a "sane relationship" perfectly legitimate. A few years ago, we trendily used to say that everything goes as long as it happens between consenting adults. But how can you be sure that an adult goat consents to what you do to him?)

The root cause of the evils of civilization comes from treating living beings like objects, "sexism, racism, chauvinism, consumerism of pets" or--how the animal-rights people say about the arrogance of the humans-- "speciesism."

To show the new gained sophistication of the animal-rights activists, the article says that they, the humans I mean, tolerate exploitation of the animals--yes, they started to tolerate putting animals to work for the benefit of humans!--but solely in the Third World. The activists have accounts to settle only with the Western World. And not even with all of it. The Indians, the natives I mean, don't they live in this part of the world too? Don't they...short hesitation...don't they hunt, trap, skin and somehow even eat poor animals? Here's the answer of the anti-exploitation activist, as registered by the Globe's journalist:

"Neither does she want natives to abandon their way of life or become vegetarians.

"Subsistence hunting is fine, most animal-rights activists agree, as long as the kill is used for nothing more than to feed and clothe the hunters, not for cash."

In the same vein, some farmers get a pardon for growing cattle--it's just the cruel system that educated us to go at Bonanza, while milking comes from a stereotype we force our sucklings into when we push the bottle on them--and we are all reassured that, despite the fact that plants are alive, it's perfectly okay to eat them (and, I add, when we speak with them, we could use some dirty words now and then, provided they are not specieist.)

COMPUTERISM: THE DISCRIMINATION AGAINST COMPUTERS.

While animals get a preferential treatment because of the macro character of the whales (you can't pretend not to notice a whale), our micros suffer an insulting and damaging treatment just because they become smaller and smaller. (There's no society for the rights of viruses and bacteria--and that's the size of it, so to say, that's where miniaturization brings computers! And take note that some bacteriae are extremely necessary, helping both human and animal digestion!)

Now please notice the following:

1. Whenever something goes wrong, the bureaucrats blame the computer.

There are no computer operators, no programmers, no clerks, no accountants, no managers: all these people you used to see on the payroll vanish when there's something to blame. "We're sorry, Sir. (We're sorry, Madam.) It's because of the computer." Obviously, they invented computers to have whom to blame. (At Chernobyl, by a splendid exception, Soviet authorities blamed "human error" just because they didn't have enough computers.)

2. Whenever the bureaucrats refuse to do something for you, they say it's because of the computer.

"Sorry, we can't change it, the computer has been programmed this way."

3. If they got drunk over the night, didn't come in the morning or just feel like sending you to hell, the recorded tape merely has to say, "Sorry, the computer broke down," followed by recreational music in the background.

4. Forget the clerks and look at the academics: if they create an idea too stupid to recognize it's theirs, they concoct a "computer simulation." "Feeding data into a computer, Prof. F. Eces calculated all mankind will be extinct in 10 years, without any Planet to be buried in, because rock music depletes the rock soil and its nourishing reserves eaten by coal plants fueled with recycled nucleo-proteins and nuclear waste regulated by government cuts." Nobody wonders what the guy shoved into the poor disk drive. If I were fed what some computers swallow I'll probably calculate I was extinct before the birth of Julius Caesar.

5. Scrabbling between the lines of what their secretaries processed, the psychological academics repeat computers are dehumanizing, alienating, just because they, the academics, happen to like the secretaries more than their wives and who else to blame if not the system that leaves computers govern our lives, disk drives and sex drives? They churn this out on word processors.

6. And if the wives drink, smoke or pick up the wrong neighbour and get a child with three ears, who's to blame? Why, of course, three years ago these mothers worked in front of a video display!

7. They write in magazines that computers cut out conversations between husband and wife. Hubby pokes or reads the screen bulletins! And what superb conversations we had, between wife and sexist listener, before computers arrived! But now the computers work to cut down our, how should I say, reproductive glands. A modem beats any condom, hands down. Why is the growth rate declining in the Western World? Computers engulfed foreplay and all what's supposed to follow. Why is the Population Bomb exploding in The Third World? Why, obviously, because they don't have computers: with no other game in the village, husband and wife have to keep conversing.

7. Some parents or teachers forbid children to play video, watch TV or spend too much time in front of a computer, 'cause they'll get stupid. The only way to make kids smarter is to forbid them computer games and to carry them at demonstrations. Computers take away childrens' freedom. Children get really free and full of political awareness when adults hang their slogans on the kids' necks and keep them away from computers and other dehumanizing devices.

Shortly, how can we defend computers?

First, as any activist knows, we must devise "strategies." Get media coverage. Get government funds. Get media coverage for cuts in government funds. Show computer programs lying in the street.

Our whole Plan will be published in the Fall. Think until then! Ask your computer new suggestions! It's time for its synthetizer voice to be heard!

MBA Artificial Intelligence

by Donald Forbes -- JACG, September 1986

The history books will long remember the Indianopolis 500-mile Speedway race, traditionally associated with Memorial Weekend.

Not because the winner, for the first time, made it in less than three hours (500 divided by three is almost 167) at an average speed of more than 170 miles an hour.

Not because it was the closest finish in history. The winner beat number two by 1.4 seconds and number three by 1.8 seconds.

Here is the real reason the race made history. The name "Symbolics" painted on the front of the winning car signalled the entry of artificial intelligence into the race. Symbolics Inc. of concord Mass. teamed up with the racers to put a computer in the pit area and another in the winning car during the practice runs last April.

Sixteen sensors in the car measured rpms, suspension movement of each wheel, which gear was engaged and when the shifting took place, as well as six measurements of the front and rear aerodynamics, capturing data 20 times a second. The software application uses LISP, one of the leading artificial intelligence languages, with heavy reliance on color graphics. As the experts put it "Any better understanding of the car's performance translates directly into the competitive edge."

Next year, according to reporter Bill Dooley of MISWeek, you can expect that during the actual race the driver will have a computer and copilot.

Artificial intelligence has gone commercial in the last five years. Auto racing is one of the more spectacular applications. But the real money is in business applications.

If you are a recent PhD graduate from one of the top AI schools (MIT, Stanford, or Carnegie-Mellon) you can expect to make from $55,000 to $60,000 a year. The demand is for builders of expert systems, and the nation's fifty-or-so gurus in this field are busily at work. The demand for expert systems, rather than in other areas of artificial intelligence, such as: experts in natural language, speech input/output, vision systems, automatic theorem proving, automatic programming and supercomputers.

The real invasion is in the PC software that is showing up on the desks of more and more business managers. What is interesting is that the business managers do not realize that artificial intelligence is being used to help them with their tasks: they want software that is user-friendly and don't care how it is done.

One extreme example is Mindreader, a wordprocessor for businessmen who hate to type, and who find that most of their correspondence is taken up by stock phrases that can be stored in a computer.

Niccolo Machiavelli carved his own undying reputation as the supreme realist, and you wonder whether Kalman Toth, the Hungarian programmer who invented Mindreader, might have been one of his pupils. Did you know that about 130 English words account for about half of typical business writing? Did you know that about 95% of typical business writing requires little more than 2,500 words? Furthermore, most businessmen cannot type. And most of the rest are hunt-and-peck artists who cannot reach 40 words per minute. So why

not develop a wordprocessor just for them!

Mindreader does just that. The menu is modeled after the set of buttons on a Coke machine (what you see is what you get). The menu consists of a set of lines along the top and bottom of the screen.

Push the Roldex key and your address file shows up on the screen. Pick a name and hit a couple of keys and you have the beginning of a letter with date and address that starts off with "My dear Sam:". You type "I am in" and the wordprocessor instantly displays suggested words: interested, informed, inquiring, indebted...and lets you make a choice with one key press. The words are offered in the most probable order, depending on what you chose in the past. You can also add your own vocabulary,, depending on whether you are an architect, osteopath, zoologist, in the real estate business or snake oil business.

This wordprocessor with its less-is-more philosophy (in compiled BASIC and assembler) would drive a competent typist up the wall. But then a professional secretary uses a professional wordprocessor. At a much more professional price than a money-saving $65.

One popular database package is called Q&A to suggest that it can provide answers to your questions. The critical part of the software is programmed in LISP, the leading AI language. Hence author Dr. Gary Hendrix can claim that "there isn't another database that gives you the extra help Q&A does, because no other database uses "natural language processing," an advanced artificial intelligence technology, in such a practical way."

As a result, you can ask a question in plain English ("Show me the houses that have monthly rent between $800 and $1200, listed by rent and by bedrooms") and the software will translate your query into a program that will pull the data from the disk. If your request is ambiguous or unclear, the software asks for clarification. You can define your own synonyms: 'gimme' or 'I want' can replace words like find, seek, select or retrieve.

PARADOX is one of the new relational database packages that is beginning to crowd dBase III, the leader. This program is not marketed as an artificial intelligence or knowledge system, but uses artificial intelligence techniques to control hidden agenda. Using this approach, the package can easily be used by someone without database, programming or knowledge engineering experience to solve retrieval problems. The user defines the problem by imitating given examples, and PARADOX then uses heuristics to write its own procedure to solve the problem.

The program was written in the C language by Richard Shostack and Robert Schwartz, who have been ten years at the Stanford Research Institute. "We brought to the personal computer a significant new technology that does much of the thinking for you. Known in artificial intelligence circles as machine reasoning, this technology represents a major breakthrough in database power. At the heart of PARADOX is a 'heuristic query optimizer' and a 'program synthesizer.' You just let PARADOX know what you want, and PARADOX seeks the best and fastest path to your answer.

Javelin is a high-powered spreadsheet package ("Javelin is to Lotus 1-2-3 what 1-2-3 was to Visicalc") written in the C language which makes clever use of artificial intelligence techniques to take care of some of the tedious data entry: once a variable name is typed, it never needs to be retyped. Enter "jan86" and Javelin spells out "January 1986" and then press the return key to get "February 1986" and so on.

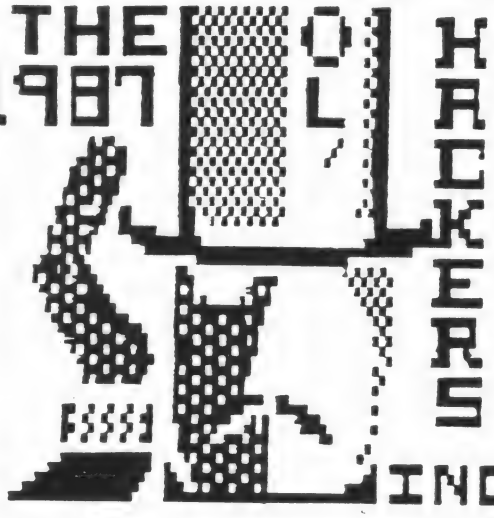
A decade ago Dan Bricklin made history, and a fortune for himself, with Visicalc. The story goes that Visicalc sold more Apples

than Apple sold Visicalc. Today spreadsheets are still the rage. Lotus 1-2-3 is still the biggest seller, although the military will not buy it because it is copy protected. Why does that make a difference?

The organizers of the Liberty Weekend fireworks found that "the manipulations and paperwork can be terrific" when they tried to make sure that each burst appeared in the sky at the right moment. For the past year they have been working on a computerized solution. They began with COBOL program which they then linked to a dBase III database manager (to record the inventory) and a Lotus 1-2-3 spreadsheet. Now they can delete each rocket from the inventory as they use it, and keep a balance between the number of forceful Japanese rockets and delicate Chinese projectiles, using spreadsheet formulas to keep track of the weight and thrust of each rocket as the show progresses.

Can you imagine the military in combat cancelling an artillery barrage because their spreadsheet diskette failed and they would have to wait six weeks for Lotus to mail them a backup?

Watch for artificial intelligence, and particularily expert systems, over the next few years to begin crowding spreadsheets for the number one spot.



THE OL' HACKERS NEWSLETTER

Aug 87

THE ATARI O.H. 1987 INC. USER GROUP

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All submission to this newsletter should be sent to The Ol' Hackers or uploaded to our BBS at (516-884-4140). All text must ASCII format. All disks will be replaced by the user group at the meeting.

Thank you,
The Editor

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Advertising rates will be posted in future NEWSLETTERS, We will keep you posted.

Thank you.

This NEWSLETTER has been put together with the combined efforts of the following members,

THE Editors:

Alex Pignato
Al Beitchman
Kevin Blaes

Special Thanks To Jim Finnegan(I Hope thats you spell it!!). For helping out with the printing...Thanks JIM...

Kevin

The Presidents Message

The President's Message August 29, 1987

By Alex Pignato

The summer doldrums hit the OL' Hackers if the attendance at the AUGUST 25th meeting was any indication. I believe it was the smallest turnout since we have been meeting at the library, which is more than a year. I didn't take a head count, but I would say that about 25 members attended. Our secretary has the attendance sheets and will probably tell us in the monthly minutes. In spite of that, because of the brisk sales of disks, and raffles, the treasury is a little less anemic. In reading t he many newsletters that we get each month, I can tell you that each club suffered the same fate of a small turnout! There was one advantage of a small group, TOM CARROLL brought his usual ample supply of ENTENMMENNS cakes, and after everyone stuffed themselves, we raffled off 2 prizes of 2 cakes each, so two families got to eat cake that weekend!

Starting with the September 26th meeting, AL ATKINS has agreed to be in charge of the NEWSLETTERS that we have received, and they will be available to our members on a loan basis 3 at a time at the meetings. He will take your name, and you are e xpected to either bring them to the next meeting, or to mail them to AL ATKINS. These are very precious to the club because they show the pulse and heartbeat of the ATARI community, so please cooperate so that everyone can read them!

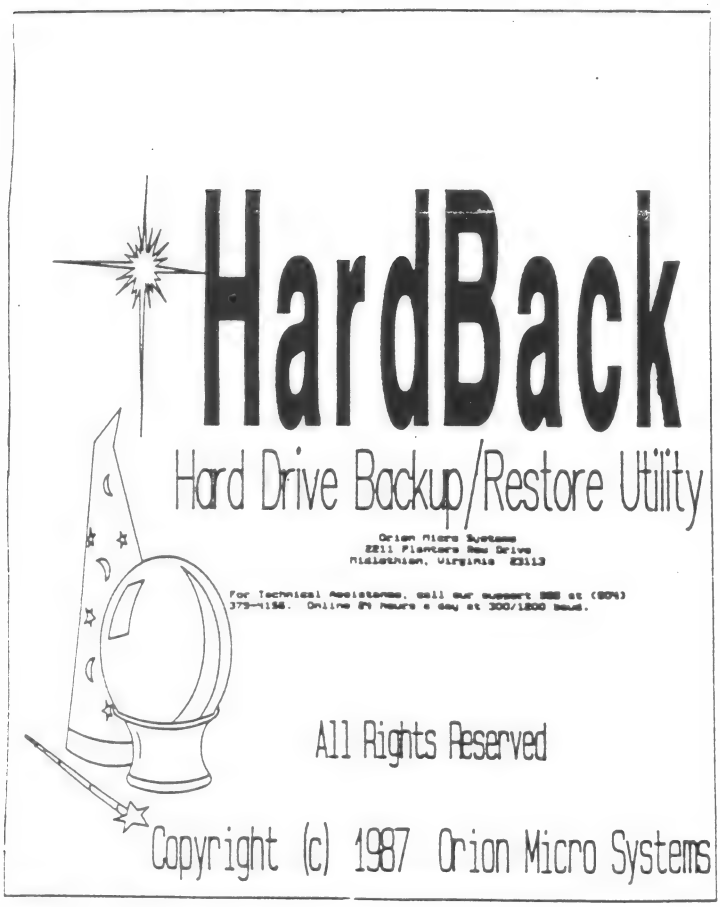
I, and many others at the meeting, were unhappy over the fact that we could not get commitments from at least 20 members (and their guest), for a social affair in December as suggested some time ago by JERRY GINSBERG. We know that 23 people would attend (I have the sheet in which they signed up) but we must have at least 40 people in order to make a reservation. If you want to attend, I suggest you contact JERRY in person or by phone at his office (718-591-6900) as soon as possible, because December is a busy month for restaurants. I believe the price will be about $17.95 per person for a full course meal, and you buy your own drinks!

Speaking of December, let me remind you that is when a new slate of DIRECTORS must be elected to carry on for the OL' HACKERS. We have come a long way from December 1985, but there is still much we can do as a strong cohesive ATARI club. Give tho ught to who will be the people to carry on. Don't make it an election without thinking it through. We need good people who will be willing to work for the advancement of the club. I can tell you that it takes a lot of work, but the reward is in seein g the club grow, and getting to work with some of the nicest guys ever, and also developing lasting friendships. It is an honor to be elected to a leadership position, with so many nice people in the group. You should be proud if you are nominated. A nomination committee should be appointed in September, who will be asked to nominate a slate of DIRECTORS at the November meeting. The slate will be printed in the minutes, and in December elections will take place. Of course nominations will also b e accepted from the floor. As I said before, PLEASE START THINKING NOW! If you have a suggestion call or speak to one of the nominating committee, they will be glad to evaluate your suggestion. Maybe you would like to run, if so, speak to one of the nominating committee members, and you will be considered by the committee. The future of any club rides on the shoulders of its officers, and directors, and I think we all would like to see the club continue to grow and be a source of friendships and knowledge.

I would like to also congradulate our BBS (The Ol' Hackers BBS) for being selected as one of the three BBS's in the country to BETA

test Orion Micro Systems NEW updated version of BBS EXPRESS called "EXPRESS PRO". I hope that all members support Kevin's efforts by putting the BBS through its paces, and post your likes and dislike of this new version, you continued support to our BBS is very important. The Ol' Hackers BBS (516)-884-4140. Thanks also goes out to Keith Ledbetter and Chris King for our selection as BETA testers.

BYE, TILL NEXT TIME -- A.A.P.



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HELLO OL' HACKERS:

ELECTION TIME IS COMING!

START THINKING OF WHO YOU WILL BE VOTING INTO OFFICE!

A.P. 9/87

HOW TO SET UP 850 EXPRESS TO AUTOANSWER AND AUTOSAVE INCOMING TEXT OR DATA

(Reprinted from an article by Bob Fasoldt in *THE ACORN KERNEL Newsletter, 8/87*)

More and more people are buying personal computers and a fair percentage of them are purchasing modems. Electronic mail is not just a thing of the future or just for the wealthy. You can set up your own "electronic mailbox" and receive mail when your away from home or sleeping! Let me explain ....

I live in Florida and the rest of my family is scattered across the Eastern United States. Many of my family members own personal computers and modems so we sent text files to each other instead of letters . . . and the best news is that it is o often less expensive than the mail service. I have been communicating with my family for about two years in this fashion and find it highly reliable and rewarding, plus it is immediate! When I get up in the morning, the first thing I do is turn on the monitor to see if any E-mail has come in. If so, I immediately save it to floppy, even before I read it so nothing can happen to it.

At first, we were using MPP 1000's because their software supported unattended downloading. But soon I grew tired of 300 baud and purchased the Supra 1200AT which also supports unattended downloading. That software, however, did not support t he 512K Ramdisk on my XE, so I began to look for other software for this purpose.

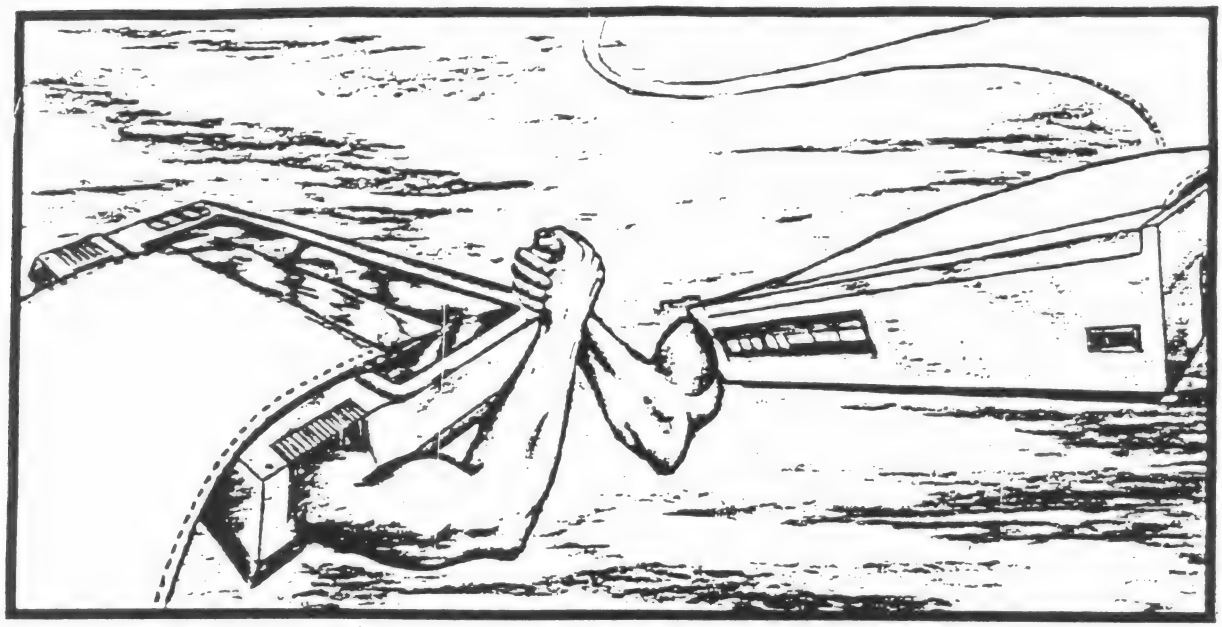
In my opinion, Keith Ledbetter's EXPRESS! is by far the best telecommunications program available. I began to wonder if this fabulous program could possibly be set up to autosave to buffer or to disk unattended. Nowhere in the 850 Express docs was there any mention of this so you can imagine my excitement and happiness to discover that 850 Express could indeed download and save while no one was around! And, wow, is it easy to do! Here is how:

Boot up your 850 Express! modem program (I use version 3.0, I don't know if earlier versions will support this) and turn on your modem. From the main menu hit 'ESCAPE' (which forces the program to think you're on line) and then press 'OPTION' (which save anything that some in to buffer. Set up this way, as soon as a call comes in, the modem will autoanswer and save to buffer any incoming text. To check to see if any file has come in, simply turn on your monitor (I also hit the 'SPACE' ba r at this point to prompt the computer out of the attract mode, i.e., changing colors, etc.). If text is on the screen, hit 'START' to go to the main menu and save the buffer to floppy. This will clear the buffer so now just view that file from the floppy or read your mail from a word processor.

This has been tested on the iSupra 1200AT, Avatex 1200 and Avatex 1200hc and should work the same on most Hayes Compatible modems. To test your modem to see if it will indeed work in this fashion, turn your computer and modem off, turn your disk drive off and your computer back on so only the 'READY' prompt of BASIC is showing. Turn your modem back on as if you were going to use it. Now have someone call your number. (If you live in Pinellas County and have GTE telephone service you can dial your own number, wait for the recording saying that you've dialed your own party line and hang up). If your modem answers the phone without having a program to tell it do so, then it will work perfectly as described. If, however, your phone rings and your modem does not respond, you may have to command it to autoanswer in this way:

From the main 850 Express menu, choose

When Printers Get Down to Business



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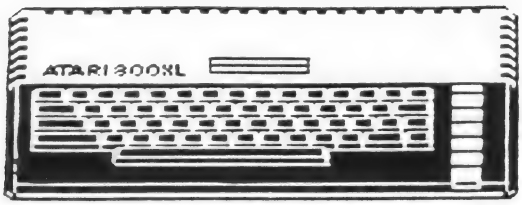

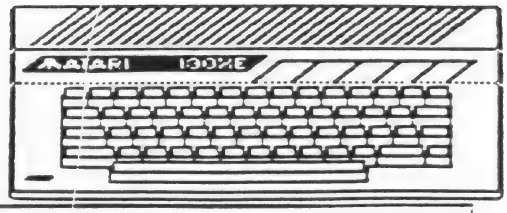

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ASCII (not ATASCII) translation. How, hit 'ESCAPE' and with your modem turned on and ready to receive data, type "ATAA:" Then, hit 'RETURN'. (This in all Hayes Compatible modems commands the modem to autoanswer). Now, hit 'OPTION' to save any incoming info to buffer and you're all set. Remember, in this configuration you are saving to buffer so the size of your buffer depends on the DOS you are using.

Here are my experiences: 1. ATARI DOS2.0,2.5 gives you 3328 bytes 2. SpartaDOS 3.2 give a buffer of 4608 bytes 3. SpartaDOS 2.3 gives the larger buffer of 8064 bytes, big enough for most all your letter capturing needs.

For those of you who expect great volumes of incoming text, you'll want to save direct to ramdisk or floppy disk. In order to do this, you must fool the program into thinking it is on line while you set this up. Here is how you do this:

Most Hayes Compatible modems have dip switches. On the Avatex and Supra modems you would push switch #7 down. This is the CD (forced carrier detected) switch. On the above-mentioned modems, the down position is the "on" position. With the CD switch activated, the express programs thinks it is on line. It seems to do no harm to leave this switch on while waiting for a file to come in. Just be sure you return the switch to the "off" position before making your next call or you'll get a false "connected" indication. Keep in mind that this switch need not be turned on when autosaving to buffer.

So, to autosave to disk, turn on your CD dip switch, hit 'ESCAPE' from the main menu to force terminal mode, it 'START' to re-enter main menu, type "T" to capture to disk. You'll be asked to give it a file name and as soon as you do and hit ' RETURN', you'll be all set to save to disk. Do not hit 'OPTION' to autosave to disk, autosave is already turned on by choosing the "T" function. Plus, you can always tell if autosave is on just by looking at the border color of your screen.

Things to keep in mind: 1) Whenever you are sending directly to another computer, you MUST use HALF DUPLEX. Use full duplex only when communicating with a BBS. If you are setting up to autoreceive, it is preferable to be in half duplex but it is ABSOLUTELY necessary for the sending modem to be in HALF DUPLEX. 2) It is probably best to use the standard ASCII translation unless you know for sure that only ATARI computers will be sending you files. In that case, ATASCII. No harm will come, however, if someone sends a text file to you in ASCII and you are receiving in ATASCII, as long as it is just text. You could not send inverse characters and CONTROL characters unless both sending and receiving terminals were in ATASCII. 3) If you don't have a copy of 850 Express! version 3.0, ask your Sysop to post it for you. If he doesn't have it, contact me, Bob Fasoldt, MODEM: (813) 393-0173 [Rochester, NY, areal, and I'll get it to you. 4) I only know for sure that this method of autosaving works with 850 EXPRESS! VERSION 3.0. I know it does NOT work with MPP Express version 1.0. I haven't tried it with 1030 EXPRESS although I feel it probably would not work since the 1 030 does not come with a ring detector. 5) I truly recommend SpartaDOS 2.3 because of the large buffer it gives and it will read and write to most any other DOS.

I sincerely hope I didn't make this sound difficult to set up ... it's not. In MOST cases, you simply turn on your modem, boot the program, hit 'ESCAPE' and the hit 'OPTION'. And that's all! If you have any question, comments or just want to try it out, you can call my autosaving 850 Express at (813) 393-0173 between the hours of 1:00AM to 8:30AM, 300 baud HALF DUPLEX, ATASCII (ASCII will work find if you don't have ATASCII). autoreceive at 300 baud because not all my

family members have 1200 baud yet ... but I have a feeling that it won't be long!!! Remember, also that when you call another modem set up to autosave, you receive no prompts when the modem answers the phone. As soon as the connection is made, you are "live" with. the other computer. You may then type your message or send a pre-typed file from disk. DO NOT SEND XMODEM to me since I do not set up my program to receive that way.

I sincerely hope you receive some enjoyment out of this information.

XE CONSOLE KEY FIX (Reprinted from The Acorn Kernel, 8/87; originally in Current Notes, 3/87)

The following fix for intermittent or complete failure of the HELP, START, SELECT, OPTION and RESET keys comes for an ATARI Technical Advice Notice dated July 25, 1986. According to ATARI, the problem is caused by excessive voltage drop in the keyboard and the keyboard connector (JB). This is caused by oxidation or contamination of the metal film on the flex circuit. The ATARI recommended fix may be accomplished by proceeding as follows:

1. Remove the flex circuit from the edge connector (JB).

2. Carefully remove any oxidation or contamination from the metal film (side with circuits in black). DO NOT USE EXCESSIVE FORCE, AS THIS WILL DESTROY THE TRACES.

3. Shim the non-conductive side of the flex circuit (silvery-colored side) with any material. It should be .002 - .010 inches thick (Scotch brand "magic" transparent tape will work).

4. Remove R95; a 220 Ohm resistor to pin 2 of JB.

5. Replace R95 with a 1K Ohm 5% resistor.

6. Replace shield and re-insert flex circuit to JB.

7. Reassemble and test keyboard and computer functions.

The cleaning and shim will minimize the recurrence of the poor contacts. The resistor change lowers the LED drive current and thereby reduces the voltage drop across contacts thus eliminating the problems.

8-BITARC QUESTIONS (Reprinted in an article by Ralph Walden, ACE BBS Sysop from The Acorn Kernel, 8/87; originally from the ACE Newsletter, 6/87)

The following is a list of the most commonly asked questions about the 8-bit version of ARC and ARCX.

Q: When I run ARCX, the disk drives run, the screen goes off, and then nothing happens. I have to hit System Reset to get out of it. A: ARCX does as much work in memory as possible. This means a long time can go by before it actually starts writing to your disks. Let ARCX run - if two minutes go by without any activity, then you have problems.

Q: When I deARC the file, it has a duplicate 128-byte block at the end. Why does this happen? A: ARC and ARCX have no concept of "blocks." If you get a garbage block, or a duplicate block, then the person who ARCed

the file had a bad file to begin with. This commonly occurs when a terminal program and BBS don't agree on how to end the file transfer.

Q: Since almost all files are "squeezed", wouldn't it be easier just to forget about the "stored" and "packed" method in order to speed up the ARCing process? A: The "stored" length is the actual file length, so very little calculation is done to get this value. All input is "packed" before being "squeezed." The result is, all three types of compression are known as soon as ARC calculates the "squeezed " length with no additional overhead. I have tried "squeezing" an unpacked file and it ends up larger.

Q: Couldn't you make a special 130XE version so you can add the "crunched" routine to the other three? A: I could, but it doesn't make much sense. It will eliminate the possibility of a 64K RAM disk, tying the entire I/O to floppy disks. Between this and the constant swapping of bank memory will make a very slow ARC. On the ST, I implemented a mo re efficient version of "crunched" than the standard ARC found on ST's, IBM's, etc. The result is a full implementation of "crunched" with no need for the "squeezed" routine. The problem with "crunched" is the need for a 30K buffer area. It could be reduced by 5K by using a 3-byte data type, but neither C or any other 8-bit language supports a 3-byte data type. This means, I need to do it in assembly. There are other problems, though less severe such as the need to do long integer division, having to use note and point to fill in the header information, etc. Needless to say, it is not a project I relish doing. I am implementing the "crunched" routine in assembly on the ST, and when completed I will at least consider porting it over to the 8-bit.

Q: Could you implement a version to allow the user to swap disks? A: I could, but it's not practical. You'll have to swap disks 15-20 times to extract a full single density disk. You will not find many ARC files which cannot be extracted on a single density disk, and this is reduced even further if the "crunched" routine is used. For example, the ACE BBS which has about 4 megabytes of 8-bit ARC files, only has 1 file which cannot be extracted with a single density disk.

AVATEX 1200 MODIFICATION (Reprinted from STATUS, 7/87; Originally taken from HACE Newsletter, 3/87)

#1 PURPOSE: Add Hi-speed carrier detect to become 100% Hayes Compatible.

DISCLAIMER NOTICE COLOR-NET, STATUS and The OL' HACKERS take NO RESPONSIBILITY for any damage caused by this modification! If done correctly, this mod works.
****

#2 PARTS NEEDED: ONE (1) MC1488 CHIP RADIO SHACK #276-2520 (RS-232 DRIVER) TWO (2) FEET OF 20 GAUGE HOOKUP WIRE

#3 GETTING STARTED: After opening up the modem, locate IC #U30 (located by the RS-232 connector). Take the new IC and fold up all pins EXCEPT -- #1, 7, 14!!! Now, piggy-back the new IC on the IC #U30. Using a light wattage soldering gun, solder pins #1, 7 and 14 of the new IC to pins #1, 7 and 14 of the IC #U30. Now take a wire from pin #2 of the new IC to pin #12 of IC #U23 (located just behind the leds). Now take a wire from pin #3 of the new IC to pin #12 of the RS-232 connector. Now take your wire to pins #4, 5, 9, 10 and 12 and solder these pins together (We're making a heat sink to keep the new chip from overheating). After you have soldered all these pins together, solder a wire from

board ground (of the modem) to these pins! Thats it!! To test what you have just completed take a piece of wire and ground the cathode end (banded side) of the HS led, if all was done correctly, the HS led should light, and with a VOM connected to pin #12 on the RS-232 connector, you should read about +8 volts or so.

If this proves too difficult, we suggest that you write the COLOR-NET Sysop who presented this procedure originally at: SYSOP (COLOR-NET) P. O. BOX 2192 PETERSBURG, VA 23004 to inquire whether the services of making these mods, testing and servicing it are still available. If you get a 'Yes', then he suggests you send it by US Mail only for UPS will not deliver to a PO Box.

AVATEX 1200 SPEAKER MODIFICATION (Reprinted from the STATUS Newsletter, 7/87; originally taken from HACE Newsletter, 3/87)

Here is a simple little upgrade that you can add to your Avatex 1200 modem in about a half hour.

PARTS NEEDED: One (1) Radio Shack Mini Amplifier Speaker #277-1008b One (1) Mini Phone Plug #277-286 Two (2) 20 gauge wires (about 1 ft. long) One (1) Nine-volt battery

Start by disconnecting everything from your modem, then flip it upside down and remove three screws from the bottom. Turn the modem over again and remove the top cover. In the middle of the modem, there is a raised board, right behind its rear left corner is a small eight pin IC-U27. Carefully solder one wire to pin one of U27 and then solder the other to pin five of U27. Now, slide both wires through the cooling slots in the side of the case and through the cover for the phone plug. solder the wire that is connected to pin one of U27 to the center tap of the mini-phone plug. Solder the wire from pin five to the outer tap of the mini-phone plug and slide the Plug's cover over the connections. Now, put the cover back on the modem. Insert the phone plug into the upper phone plug jack (input) and adjust the volume as required to obtain the best results.

Now, you can hear the dial tones, busy signals, rings and voice audio. You'll be able to tell if those BBS's that are so hard to connect to are really that busy or just down. Be sure to turn the min-amp off when not in use. The nine-volt battery will last a lot longer.

I have had this modification installed for about a month now and haven't experienced any programs with my modem or terminal software. I use it every time I call other BBS's and find it to be a worthwhile addition. One more thing: if you remove the cover of your Avatex, you can consider the warranty to be null and void.

"COMPUTERIZE" YOUR OWN NAME Courtesy of the OL' HACKERS ATARI USERS GROUP, Inc.

It's as easy as A, B, C . . .

Every piece of information a computer receive or transmits is reduced to a pattern of electrical pulses "on" represented by a 1 and "off" by a 0. As the chart below shows, the letter a, in "computer talk," is written 01000001. Try figuring out your own name in the American Standard Code for Information Interchange (ASCII).

A 01000001	S 01010011	j 01101010	0
00110000 B 02000020	T 01010100	k	
01101011	1 00110001 C 01000011	U	

01010101 1 01101100 2 00110010 D
01000100 V 01010110 m 01101101 3
00110011 E 01000101 W 01010111 n 01101110
4 00110100 F 01000110 X01011000 o
01101111 5 00110101 G 01000111 Y 01011001
p 01110000 6 00110110 H 01001000 Z
01011010 q 01110001 7 00110111 I 01001001
r 01110010 8 00111000 J
01001010 a 01100001 s 01110011 9
00111001 K 010010011 b 01100010 t
01110100 L 01001100 c 01100011 u
01110101 space 00100000 M 01001101 d
01100100 v 01110110 . 00101110 N 01001110
e 01100101 w 01110111 , 00101100 O
01001111 f 02200220 x 01111000 -
00101101 P 01010000 g 01100111 y
01111001 " 00100010 Q 01010001 h
01101000 z 01111010 ' 00100111 R 01010010
i 01101001

GERMAN TURBOBASIC COMPILER COMMANDS

(Reprinted from the REACH Newsletter, Edmonton, Alberta CAN, Article by Mike Brown)

Here are some loose translations of 'Turbo Basic COMPILER COMMANDS':

1. Welches program soll compiliert werden? Which of these programs should be compiled?

2. Geben sie zuerst die laufwerksnummer zwishchen 1 und 8 ein, und wahlen das programm dann mit den pfeilstein +*-= ! First give the drive number between 1 and 8, then choose the program with the arrow keys +*-= !

3. Dann return drucken! Then press return!

4. Ruckker zum DOS! Return to DOS!

5. Keine fehler progammlaenge! No errors program length!

6. Filename -# in zeile nnnnnn! Error in "word" nnnnnn (Perhaps this means that a command was used improperly?)

7. Bitte eine taste drucken! Please press a key!

SUPER SHORT-CUTS FOR YOUR 8-BIT SYSTEM

(Reprinted from an info gathered by Terry Koelling in THE ACORN KERNEL, 8/87; originally courtesy JACG NEWSLETTER, 6/87)

QUICK RAM CHECK: Checks ram from just below Basic down to location 10. 10 ? FRE(0): GOSUB 10 Type RUN and the screen should show numbers down left side counting DOWN by 4 locations. It should end with: ERROR- 2 AT LINE 10

GTIA OR CTIA: Some older systems had CTIA video chip and could not display the newer modes of graphics. 10 GRAPHICS 10 20 GOTO 20 Type RUN. If the screen goes black, then you have the new GTIA. If it goes blue, you have the CTIA and should upgrade.

A OR B REV. ROMS: Older systems had "A" ROMS and they had some bugs. "B" ROMS corrected them. ? PEEK (58383) "B" ROMS=0..."A" ROMS were generally 56, but anything other than 0.

MORE ON ROMS: ? PEEK (64728) If\ 162 then 400/800 system, otherwise, XL ? PEEK (65528) 400/800 ONLY 221="A" ROM 214="A" PAL ROM 243="B" ROM 34="B" PAL ROM ? PEEK (65527) XL only ? PEEK (65527) XL only 10=1200 XL 1st. Rev. 11=1200 XL 2nd. Rev. 1=600/800 XL 1st. Rev. 2=600/800 XL 2nd. Rev.

WHICH BASIC REV. DO YOU HAVE? ? PEEK (43234)

168= Rev. A (Almost all 400/800) 96=Rev. B (Early XL's; many serious bugs; get Rev. C) 234= Rev. C (Latest and greatest)

TO FORCE A COLD START Type A=USR(61733) for 400/800 A=USR(58487) for 1200 XL A=USR(58484) for 1200 XL WARM START.

TURN OFF ANTIC: To speed up processing (like when doing sorts), turn off ANTIC (Screen goes black) POKE 559,0 -> off ... POKE 559,34 -> on If your screen is setup up with a picture (format) that you want back, then first PEEK (559), and save the value. When you want to restore it, just POKE that same value back into location 559.

DISABLE THE 'BREAK' KEY: You may want to protect your program from someone using the BREAK key to stop it POKE 16,64 and POKE 53774,16 at the start and after each GRAPHIC command.

REBOOT WITH 'RESET' KEY: You may want to force a re-boot from disk if someone hits the reset key, perhaps in order to break into and list your Basic program. POKE 580,1 in your program

DISABLE THE KEYBOARD: To disable the keys of the keyboard from your program. POKE 16,255

MAKE YOUR BASIC PROGRAM UNLISTABLE: You may want to protect your Basic program so no one can "see" your code. 1) POKE 202,1 ... will erase your program after anything that causes the "READY" prompt, i.e., ... END or RESET or BREAK. 2) Add the following line to your program: MAKE SURE YOU HAVE A BACKUP OF YOUR PROGRAM WITHOUT THIS LINE!! 32767 POKE PEEK(138)+256*PEEK(139)+2,0:SAVE "D:Filename":NEW (Type ...) GOTO 32767 The program can be executed, but not listed!

TURN OFF BEEPS WHEN LOADING PROGRAMS: POKE 65,0=off ... POKE 65,3=on

START THE 'ATTRACT' MODE: POKE 77,129

OUTPUT TO PRINTER INSTEAD OF SCREEN: POKE 838,166:POKE 839,238 Back to the screen: POKE 838,163:POKE 139,246

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Line Delation Program

Append to your BASIC Program and to call it, type: 'GOTO 32761'

```
32760  END 32761  GRAPHICS 0:POSITION 4,1:? "LINE DELETER":? :?          :REM TO USE -TYPE>
GO TO 32761 32762      ? "BEGINNING line number":INPUT TOPLNO:? "ENDING          line number":INPUT BOTLNO:? "Intervals:":INPUT STPR
32763  FOR LINENO=TOPLNO TO BOTLNO STEP STPR 32764  ? CHR$(125):POSITION 2,4:? LINENO:? "CONT":POSITION          2,0:POKE 842,13:STOP
32765  POKE 842,12 32767  END
```

News Items

FLASH! THIS JUST CAME IN (Thanks to the CLEVATARI Newsletter of August): In the world of computers, several new development promise great impact on the world of the 8 and 16-bit ATARI/ST's ...

Supersoft of Sudbury, Ontario, CAN, is developing an IBM compatible cartridge for the 8-bit ATARI computers. The cartridge contains a special ROM/CPU that enables it to run both MS-DOS software and CP/M.

Called "SUPER-CART," this piece of hardware, when inserted into the cartridge slot of an ATARI 130XE will allow such programs as: LOTUS 1-2-3 and - FLIGHT SIMULATOR for the PC to run perfectly.

If additional memory is needed, another cartridge called, "SUPER-RAM" hooks on top of SUPER-CART. This allows a 130XE to run GEM type windows. There is also a special cartridge for the 800 which gives it an additional 72K and internal software to mimic the 130XE. In order to use the SUPER-RAM cartridge in the 800, a ribbon cable is needed to connect the SUPER-CART cartridge to the SUPER-RAM cartridge to overcome the 800's closing hatch problem.

Another development by SUPERSOFT is an 8-bit to 16-bit emulator. A T-bar shaped cartridge installs into the cartridge slot of an XE. A small box is plugged into the back of the I/O port of a 1050, then connected with a cable to an ST disk drive 8-bit computer.

SUPERSOFT is awaiting permission from ATARI to release the emulator and "... iron out just a few small inefficiencies in the speed of operations software ROM. It will successfully emulate the blitter chip in the final version."

The best part is the price for all of this new hardware: SUPER-CART, SUPER-RAM and SUPER/ST-CART will each be priced at $99!

XM301 MODEM WARNING (Reprinted from an article by Paul Alhart in the C.L.A.U.G. Newsletter, 7/87; originally from WAND via SCAT Newsletter, 6/87)

If you own an XM301 modem, you may own an electronic "time bomb." After a rash of hardware failures last month, which included "smoking" a disk drive and two printer interfaces, I found the cause of my problem to be my uXM301 modem.u The modem worked fine, but was killing off my system piece by piece.

The reason has to do with the thirteen wires coming from the serial I/O plug, although only nine wires are actually used by the modem. The other four wires have about 1/8 inch of bare wire showing and are just hanging around unterminated, waitin g to touch something they shouldn't (Murphy's Law). I have checked other XM301 modems and this

condition existed in them as well.

Here is what to do immediately:

With the power OFF, remove the two screws from the bottom of the modem and lift off the plastic case. Inspect the wires where they enter the modem. You will find that four of the wires are not connected to anything. If these wires have ANY bar e metal showing, ucut it offu. Be careful to keep the cut-off pieces from falling into the modem. Next, tape each wire individually, so that it cannot possibly touch any other wires or parts in the modem. Put the modem back in its case, replace th e screws and you're done. I have written to ATARI regarding this problem but have not received a reply as yet.

NOTE: This may be an isolated problem, but when I check my modem, I found bare wires looking for trouble. I found heat shrink tubing worked best. If you own an XM301, I highly recommend checking for this potential disaster NOW!

PRINTER ITEM by ALEX PIGNATO

I have a STAR GEMINI10X vintage printer. It has served as a faithful workhorse for me for years, and is used at least 6 days a week. In all that time, I had one stupid problem, when some grease got on the platens belt causing it to slip at times...I am so pleased with the product that I have ordered a STAR NX10 for my daughter.

I came across some interesting things quite by accident, and I would like to share them with those of you who own either the STAR printers or the EPSON printer. I have not been able to test with any printer but the GEMINI, but from past experience, I'll bet it works on the others as well (or almost as well anyway). At one time JOSEF LEBER and I exchanged various 'CHR$' codes and we found that most of them worked on his 'PANASONIC' printer, so here goes.

Using the 'CTRL' key with the following letters will give you different results, when inserted in any basic text program that is printed with 'LPRINT' command and right after the " (quotation) marks.

CTRL+I = INDENTS, 5 SPACES. CTRL+N = VERY LARGE LETTERS. CTRL+O = SMALL SIZE LETTERS. CTRL+S = BLANK SPACE CTRL+K = SKIPS 5 OR 6 LINES. CTRL+L = SKIPS MANY MORE LINES.

I haven't really put these commands through any real tests, but I wanted to beat the deadline to get this article into the newsletter, so I'll leave it to you to let me know how good they are!

This is an example of its use: 10 LPRINT "(CTRL N)THIS IS A TEST LINE- LARGE LETTERS" 20 LPRINT "(CTRL O)THIS IS A TEST LINE-SMALL LETTERS" 30 etc. 40 etc.

O.K. now quick, get to the printer and see if they work!!!

A MINI REVIEW OF FIRST XLENT WORD PROCESSOR
by Alex Pignato

A full review of 'THE FIRST XLENT WORD PROCESSOR' will be written for our newsletter soon, I hope. For now, however, I would only like to make the following observations, in case you are considering buying a 'WORD PROCESSOR'. BUY! BUY! BUY!--its that good!

It has more features than a barrel of monkeys, and is a very FRINDLY USER type program, running with many help menus, available via the use of the function keys. For instance, need HELP? Just hit the 'HELP

FUNCTION KEY' for FOUR (4) help screens,thats right I said 4! If that isn't enough, hit 'SELECT', and presto you have the commands for SIX (6) PRINTER CODES, from 'BOLDFACE, to SUPERSCRIPT'. Of course it also has all the other features you would expect from a first quality word processor,such as 'MAIL MERGE, SEARCH and REPLACE' and a host of other features which should be covered by a more in depth review.

I have to hand it to 'XLENT SOFTWEAR' company, they really are SUPPORTIVE of the 8 BIT MACHINE, witness all their other well thought out programs, 'PAGE DESIGNER, RUBBER STAMP' etc. Support them, and at the very least, drop them a line and tell them you appreciate and enjoy their programs, and to please continue. Their address is: XLENT SOFTWARE Co. P. O. Box 5228 Springfield, VA. 22150 Att.: Linda or Barbara Whisper- "(pst) DENNIS of the OL' HACKERS sent me!" for preferential treatment!

I would be less than honest; however, if I did not register my negative feelings about their documentation booklet. Oh yes, its ALL IN THE BOOKLET, the only problem is that I felt that there should be a better CONTENTS' page with a more thorough breakdown of the various functions. Too many of them are lumped together. I also feel that there should be an INDEX, at the end. In this manner, you are bound to find which command you want and need, without thumbing through the entire booklet. I find that there are many features of this word processor that it will take a long time to learn, and I am sure that we would all agree that TIME IS OF ESSENCE when using the computer. Most people find it very hard to remember whether to use 'CTRL+(a letter or number), or 'OPTION+( ), or CTRL-SHIFT+( )' etc. etc.

As I said up above, if you are in the market for an 'EXCELLENT' (XLENT) WORD PROCESSOR: BUY! BUY! BUY! (it!)

ANTIC Copyright Policy (Adapted from POKEY, the W.N.Y.A.W.G. Newsletter, 7/87)

Leo Newman, Sysop of a Public Domain BBS in the Buffalo area, wants to encourage a letter writing campaign to Antic Magazine to counter the growing problem of finding good quality Public Domain software. He reports that prior to April, 1984, Antic did not claim copyrights to their software printed as type-in-programs in their magazine. In an attempt to force users to either type in their programs or buy their Disk issues, they are now claiming exclusive rights to their programs.

This creates a problem for Public Domain BBS's for it strictly prohibits the sharing of these programs by downloading off of a BBS or storing them in any club library without prior written permission. As Mr. Newman has never been successful obtaining the necessary permission to his many requests and discovering that a local club, M.A.C.E., has received adament demands from Antic's Editor to remove all Antic programs from their BBS, he fears that no one is going to get this precious permission.

Mr. Newman further explains that Antic is a member of the S.P.A. (Software Producers of America) which, in an attempt to protect commercial interest, is trying to track down and prosecute any BBS that places commercial software for downloading purposes. He argues that Analog Magazine, which also sells Disk issues and might possibly incur a loss of revenue, still allows their programs to be placed on public BBS's and in club libraries for the publication month of the magazine.

He feels that reviewing the reader feedback in each month's Antic is becoming

e and more like one big commercial because it is filled with their "hype!" While he acknowledges that he "can't blame them for wanting to make money," he wonders, "what is their CATALOG for anyway?" If you wish to assist him in his efforts, address your letters to: James Capparell c/o Antic Magazine 524 Second Street San Francisco, CA 94107

stating that you feel Antic should allow their type-in programs be placed on BBS's and in club libraries in the same manner as their fierce competitor, Analog, does. Perhaps we ALL can persuade Antic to look past the dollar sign to save their valuable readership!

SUPER 3D PLOTTER II

By: R. Constan © 1985

★ ★ BEYOND BELIEF! ★ ★

If you have any interest in 3D computer animation and image design, get ready to watch your so-called "game machine" out-perform every 8-bit machine on the market today!! SUPER 3D PLOTTER II is a complete 3D image design, display, and animation package for your Atari computer. Thanks to some new and very powerful "natural" algorithms developed by Elfin Magic, detailed hi-res images can be rotated and maneuvered at an amazing projection rate of 3 to 6 screens per second! This is the kind of animation that was considered impossible for an Atari. Believe it!! THIS PROGRAM ALLOWS MORE REAL TIME CONTROL THAN ANY CURRENTLY AVAILABLE 3D SYSTEM FOR ANY 8 BIT MACHINE. SUPER 3D PLOTTER II also contains two full-featured, memory-resident editors! Enter your images via numeric data, or right on the screen with a joystick! Here are just some of the truly amazing features of this package.

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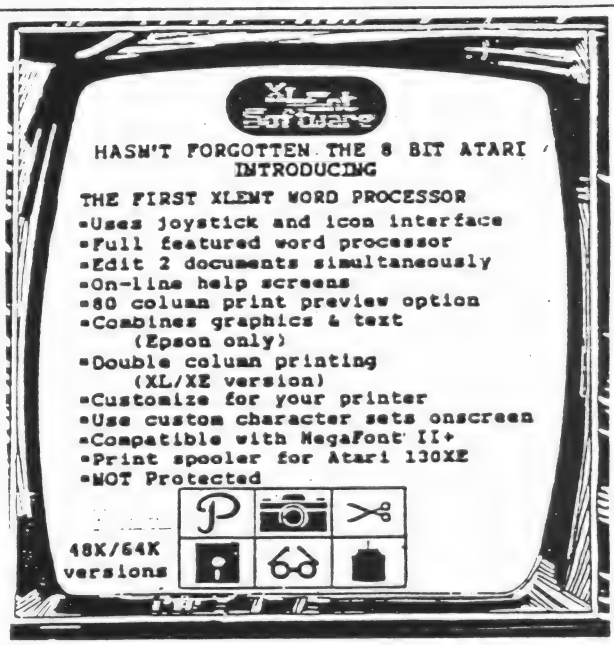
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ZMAGAZINE
JULY 31, 1987 ISSUE #64
ZMAGAZINE
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Xx SURGE PROTECTION
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DO-IT-YOUSELF SURGE PROT. FOR YOUR COMPUTER

When setting up a computer system, one piece of equipment which might get overlooked is a surge protector. The purpose of a surge protector is to protect equipment from voltage spikes and surges caused by lightning strikes on power lines (c'mon, it never rains is Southern California, does it?), electrical equipment turning on and off (you didn't really plug your computer into the same circuit as your refrigerator, did you?), the crummy wiring in your apartment that your landlords won't fix because they're too cheap, and just plain lousy performance by your friendly local Edison Company.

A surge protector works by clamping the voltage and preventing it from rising beyond 130 volts when a sudden increase occurs. To do this, a surge protector uses a device called a metal oxide varistor, or MOV for short. Of course, you want to know if they wear out, and when they do, how to tell. MOVs do have a finite life, depending on the number and severity of surges they're exposed to. When they fail, they typically create a short which will ccc a circuit breaker if one is included in the circuit, immediately shutting off the power and saving the equipment.

Buying a surge protector is something of a problem, since not all surge protectors are created equal. Good ones are fairly expensive (there's plenty of expensive junk out there, too); how do you tell the good from the bad, and what do you do for cash after you spent the last of it on some superwhizbang software for your new computer? Good news for you clever hacker types who can tell a hot soldering iron when you pick it up (by the wrong end): Make your own surge protector. It's easy, it's cheap, and best of all, it might even work. For the rest of you who haven't developed opposable thumbs yet, watch the ground for pennies, steal candy from babies and sell it to bigger babies, see a loan shark, and read PC (Can you say, "PC?" Sure. I knew you could. It does mean IBM, but your tongue didn't dry up and fall out of your mouth, did it?) Magazine's product tests and take their advice.

Anyway, on to the project. You'll need a power strip (make sure you get the kind you can disassemble with a screwdriver instead of a hacksaw), three metal oxide varistors (General Electric part no. V130LA20A (which means 130 volts 20 amps) or Radio Shack catalog no. 276-568B), some rosin core solder (DO NOT USE ACID CORE SOLDER OR FLUX: it will corrode the solder joints in time, ruining them), some miscellaneous tools, like Xacto knives, alligator clips, wire cutters, etc., and a soldering iron. Three hands would be nice, but you can probably manage with two. Most of us do.

Take the back off the power strip and look inside. It probably looks like the drawing included in this archive. If it doesn't, don't worry. If it has outlets, wires (three of them?), and a cord, it'll work. Notice the three wires inside: they're probably black, green, and white. White is the hot wire, green the ground, and black the common. Now, strip some insulation off the wires as shown in the illustration. Take one varistor and solder

of its' wire legs to the white wire, and the other leg to the green wire as shown. Fasten an alligator clip to the leg being soldered between the solder joint and the varistor to prevent heat damage to the varistor while soldering. Do the same thing with the second varistor, except it should be soldered to the green wire and the black wire. Solder the third varistor to the black wire and the white wire.

Clean the solder joints with a rag dipped in a little alcohol, and examine the joints. There should be a smooth shiny flow of solder between the wire leg of the varistor and the copper wire in the power strip. If the joint is dull, lumpy, or flawed in appearance, resolder it. When all the joints look good, reassemble the power strip. Sit back. Relax. You're done now. Wasn't that easy? Can you say, "Easy?" Sure. I knew you could.

-Garry Jones- Compuserve: 72030,273 GENIE: GXRAY ---------- This week's charging of nine youths in Pennsylvania in an alleged computer cracker ring may lead to further arrests in up to seven other states.

A six-week investigation of alleged computer intrusion and credit card fraud culminated with the arrests of the nine, all students at Mount Lebanon Junior-Senior High School, ages 14 to 17.

Local and federal authorities accuse the Mount Lebanon nine -- eight boys and one girl, unidentified in press accounts because they are minors -- of feloniously using home computers to raid the files of a credit card authorization center on the West Coast and obtain lists of card numbers and expiration dates.

Police say the teens ordered thousands of dollars in merchandise, from clothes to skateboards. The nine also are accused of making long- distance telephone calls with stolen access codes and making phone hookups between their computers and systems in banks, businesses and government agencies.

Investigators told the wire service they found evidence of one conference call involving 10 computer operators, one of them in France.

Computer vandals from across the country apparently are responsible for some $38,800 worth of unauthorized telephone calls charged to a Des Moines, Iowa, law firm's account.

A spokesman for the firm of Davis, Hockenberg, Wine, Brown, Koehn and Shors told The Associated Press he took a call from several Texas youngsters who said they got the firm's 700 number, used to set up conference calls, from a computer bulletin board system. The BBS has been traced to New Jersey, he said.

Now the firm has added a piece of equipment to make it possible for employees to call from outside the office into the system using a secret number for billing. ---------- New York authorities said they have confiscated the computers of three alleged crackers accused of breaking into systems operated by telephone companies, financial institutions and credit bureaus across the country.

The three juveniles -- two boys in Brooklyn and another in Bronxville -- may be part of the same so-called "network" of crackers revealed earlier this week with the arrests of nine youths in Mount Lebanon, Pa.

Investigators have confiscated computer systems, hundreds of diskettes, manuals and printouts that filled 21 boxes from the three

youths. The telephone records showed the three made calls to banks, credit bureaus, insurance companies, universities and other large computer systems.

The US Secret Service is said to be conducting investigations with local authorities in as many as seven states in connection with the ring.

---------- Xx ZMAG

TECHNICAL ASSISTANCE ...SG10 Printer Driver ---------- After 2 years of frustration and many dollars spent on "custom" printer drivers, I think I have a solution.

Below is a printer driver that I have been using with great success to solve many of the Star Gemini - AtariWriter+ problems. It may give you some ideas to help you build one that will suit your own needs.

UNDERLINE DRIFT ========== Most of my word processor print outs require underlining in NLQ. If you have tried this with inverse video underline command you will have a problem with what is called underline "drift". The words and underline "drift" down as the printer does half spacing. Since I seldom have need for superscript or subscript, I have eliminated the type font macros for these and substituted direct codes for underline on and underline off (AW+ [controls G8 and G9 are what I use]. My printer driver allows for the use of inverse video when in draft mode. To underline in NLQ I use the G8 to begin underline and G9 to end underline. NO DRIFT!! Many times I will creat my document using inverse for rough drafts and then when I am ready for final print out go back and visually key off the inverse video, insert the G8 and G9 codes there and "undo" the inverse video using [control] U.

You will also find that the G8 and G9 codes will give you a "solid" underline (underlining the spaces between words as well).

TURNING OFF NLQ AND MIXING FONTS ========== My printer driver allows some degree of flexibility to change fonts using the "G" codes. You will note that all Font type commands begin with 27 66 5. This is the SG10 code to turn off NLQ. If you are in NLQ and want to change to italics with double strike you may do so with G5 and G7 command. If you look at the G1 (pica) commands you will see the commands to turn off all the other font styles. It is important to remember that you MUST "pass through" G1 to move from all typestyles except NLQ or you might get some funny looking print outs.

In effect G1 will "undo" everything (except underline) and put you back in draft mode. If you have need for subscript and superscript AND NLQ underlining, you may need to make modifications to this program. This can be done by substituting sub and superscript for perhaps Elite and condenced fonts. If you do this be sure to also substitute the "turn off commands" in the G1 (pica) codes. It would be a good Idea to keep a print out of which G codes you are using for what on hand.

It may also be necessary to build more than one driver if your documents vary in format. Hope this is of some help to all the SG10 users.

CODES TO ENTER FOR EDITOR PROMPTS: ==========

Initalize every line blank Line feed R 155
Underline off blank Underline on
blank Backspace 8 Elongate off
27,87,0 Elongate on 27,87,1 Bold off
27,70 Bold on 27,69 Up 1/2 line
blank Down 1/2 line blank Down 1/2 line and CR blank Return w/o line feed 155

Font Type Codes
========== 1 Pica

27 66 5 27 53 27 72 27 112 0
2 Condensed 27 66 5 27 66 3 3
Proportiional 27 66 5 27 112 1 4 NLQ
27 66 4 5 Italics 27 66 5 27 52 6
Elite 27 66 5 27 66 2 7 Double
Strike 27 66 5 27 71 8 Underline on 27
45 1 9 Underline off 27 45 0

ZMAGAZINE
NEW JERSEY JULY 31, 1987 PLEASE CONTRIBUTE
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ISSUE #64
ISSUE #64 ISSUE #64

ATARI

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1. P:R:Connection Now you're no longer limited to Atari Only printers and MODEMS . . . the P:R:Connection is a flexible alternative to the Atari 850 interface. Suddenly hundreds of printers and MODEMS become compatible with your Atari, you can even share the same printer and MODEM with your ST or IBM PC.

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2. Printer Connection It may look just like an ordinary cable . . . but don't let it's simplistic styling fool you! This little dynamo's electronics are built right into the cable end and it possesses the power of compatibility . . . *printer* compatibility. (Compatible with all 'centronics' parallel printers.) With the Printer Connection, you're no longer limited to 'Atari Only' printers.

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4. Optional 80 Column Adapter Tune-in to 80 columns of information with the addition of our new 80 Column Adapter. Simply plug it inside of the Multi I/O case and watch it perform! The Adapter supports both monochrome composite and RGBI monitors. **$99.95**

AFA 80 Column Boards (for the Atari 800) **$99.95**

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US Doubler 1-4 without SpartaDOS Construction Set **$39.95**

6. SpartaDOS Construction Set Perfection . . . that's how we describe our DOS and we're sure you'll agree when you put the SpartaDOS Construction Set to work. It supports everything from the 810 disk drive to hard disk drives, RAMDISKS with the RAMBO XL modified 800XL or 1200XL, the 130XE, the modified 320K XE plus the AXLON 128 board for the 800! And there's more . . .

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7. SpartaDOS X Just what your 8 bit has been waiting for . . . a cartridge based DOS which adds increased power to your computer and includes a surplus of features such as 80 column support, Ultra Speed operation with the US Doubler and the new 3-1/2" Atari drives plus high speed support for standard Indus GT drives. And for you programmers, now the time consuming process of searching and indexing is streamlined due to the built in data base's incredible speed. **$79.95**

8. R-Time 8 We've got the *time* if you've got the Atari. In fact, the R-Time 8 will even provide you with continuous and automatic date information as well! Its unique piggyback cartridge sports a clock board and a three to five year battery back up. A top extension port welcomes the use of additional cartridges since this handy device of ours requires no cartridge area memory of its own. What's more, the R-Time 8 works with all DOS types and plugs into any slot on your Atari computer.

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You must supply the eight 256K DRAMS (available from ICD for $32.00) and the DOS of your choice. The RAMBO XL provides a low cost answer to high performance memory enhancement. **$39.95**

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Minutes Of The Meeting Aug. 1987

GENERAL Meeting:

Our regular August meeting began when Alex asked the three new potential members to introduce themselves and to state why they are attending today's meeting.

TREASURY

Jim McGuire read the treasurers report and it was quickly accepted. Jim also requested that the members be on the look out for the following used equipment, Atari 130XE, 800XL, 850 interface, disk drives. When purchased, the club will be able to have permanent equipment assigned for our demonstrations at the monthly meetings.

MAIL Call:

Alex read a letter he had received from an Atarian, J.C.Petty, U.S.Navy, now serving in Italy who has an APO address. In his letter he wanted to secure copies of our newsletter. Alex promptly sent him numerous copies for his use. along with a full disk of Public Domain (both sides) programs.

FLOPPY Disks:

A new supply of disks were available to members. These disks are purchased by bulk and the savings passed on to the members. Sales were extremely brisk.

SOCIAL Event:

Jerry Ginsberg came through with a couple of estimates of package deals from the Royal Lancer restaurant in Lake Success. The quoted prices were for Monday through Thursday. We can arrange the package to be with or without liquor and we must guarantee a minimum of forty people. In order to spread the information Jerry has obtained, all the Ol'Hackers BBS's will carry a notice of this coming social event.

ATARI Fairs! :

Alex relayed the latest known information concerning local "Atari Fairs". He then lead a discussion concerning these type of fairs and the possibility of our involvement in the future.

Kevin Blaes and Alex are looking for articles. All types, for our monthly newsletter. Alex threw out a couple of suggestions to start the ball rolling. Some topics were "Feature Member of the Month", a "Running Debate", such as those being carried on thru our BBS's, "How To", "Did You Know", "How TO Solve (Program Name)", etc. If you can name it, you can write it. Our newsletter does not have any write restriction tabs in it.

New LIBRARY

We sure are moving along: First came the disk library, second the magazine library and now in the works is a "Newsletter Library". A system to lend out newsletters that have been received from all over the country is presently being set up. The details of it's operation should be completed and an announcement will be made at the September meeting.

DEMO'S

Neil Griffin, Wet & Wild BBS, put on a demo of partial structure of "Southern AmisXe". Included was a discussion of what people would like to see and should be available September 1st.

Cont. Next Page-

EQUIPMENT

Josef Leber, acting equipment manager for the summer, would like to thank all those members who brought hardware to our meetings for demonstrations. Mike Patterson will be back from his summer hibernation and will again serve as equipment manager.

Future Meeting Dates For The Ol' Hackers

Up-coming meeting dates for the Ol'Hackers is as follows:

1) September 26, 12:30pm 2) October 17, 12 pm
3) November 28, 12:30pm 4) December 19, 12 pm
All dates are Saturdays and are at the Plainview/Old Bethpage Library.

C U L 8 T R.

Secretary,

Allen Atkins

ATARI

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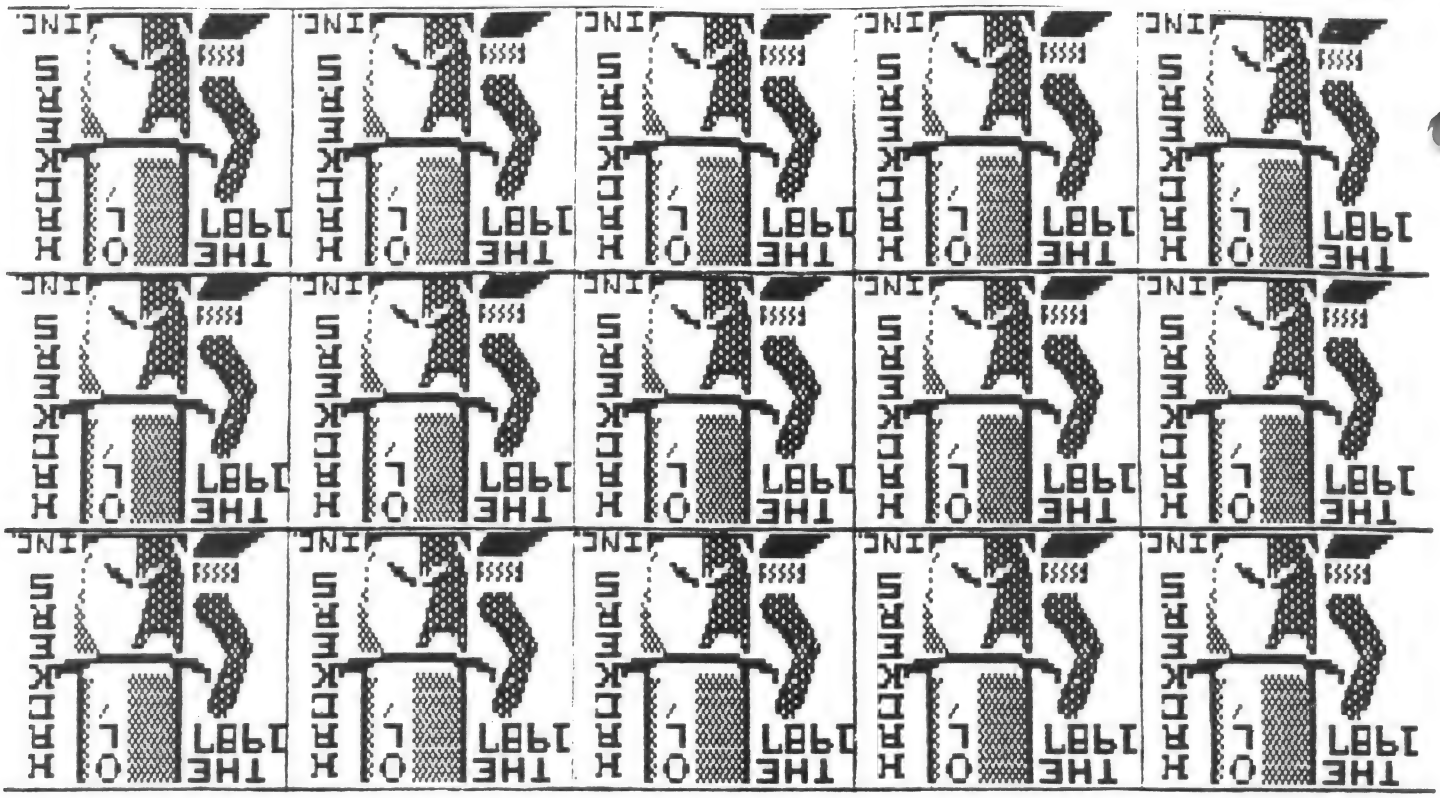

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AUGUST 1987

REVIEWS
COLUMNS
EDITORIALS
NEWS

FROM THE W.N.Y.A.U.G. AND AROUND THE ATARI WORLD.

POKEY SALUTES GAMES

THIS MONTHS COVER SALUTES ALL THOSE ATARI GAMES WE LOVE and HATE.

GAMETIME.....
New bank select,massive memory arcade quality GAME CARTS comming soon, says ATARI....munch,munch

W N Y ATARI USER GROUP

POKEY

The monthly newsletter of the W.N.Y.A.U.G.

The Western New York Atari Users Group
P.O. BOX 59,
Buffalo, N.Y. 14216

Opinions expressed within this newsletter are those of the author(s) and not necessarily those of the WNYAUG. All articles and programs herein are Public Domain and may be reprinted freely, provided due credit is given to the WNYAUG.

Deadlines for all articles and advertising is by the 15th of the month prior to the newsletter date. Advertising rates per 3 month period are as follows Full page-$50 Half page-$35 Quarter page-$20 Business card-$10.

THE MEETINGS.....

WNYAUG's meetings are at 7:30 pm the first thursday of every month in the south room of the communication center on the State University College Campus, 1300 Elmwood Ave.

All are welcome to attend.

THE POKEY STAFF.....

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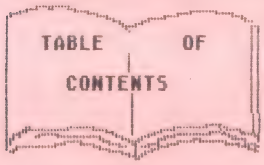

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AUGUST 1987

All those who would like to contribute any articles, reviews, artwork, or whatever must have their submissions in by the 15th of the month prior to the newsletters next issue date. Articles can be uploaded to BATES MOTEL or mailed to the editor c/o POKEY Newsletter, P.O. BOX 59, Buffalo, N.Y. 14216.

WNYAUG

NEWSLETTER INFORMATION:

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WNYAUG's general meetings start at 7:30 P.M. on the first Thursday of each month in the Communication Center South room, on the State University College Campus, 1300 Elmwood Avenue, Buffalo, New York.

Deadlines for all articles and advertising is on the 15th of the month prior to the newsletter issue date. All those who would like to contribute any articles, reviews, artwork, software or hardware modifications may submit them to any club officer or may be uploaded to B.A.T.E.S. (716) 875-7376, or mailed to the Editor c/o POKEY NEWSLETTER, P.O. Box 59, Buffalo, N.Y. 14216. Articles are preferred submitted in a format suitable for immediate photocopy (condensed print pitch-62 characters wide). If that is not possible every effort will be made to assist you in getting them published.

The Western New York Atari Users' Group invites you to become a member. Dues are $15.00 per year and entitle the member to the following:

1) Receive the monthly newsletter
2) Purchase programs from the public domain library
3) Join and or form special interest groups
4) Purchase materials at reduced prices
5) Receive a membership card that entitles you to discounts at local participating computer stores.

MEMBERSHIP: If you wish to become a new member send a check or money order, in the amount of fifteen (15) dollars payable to WNYAUG, and mail to: POKEY NEWSLETTER, P.O. Box 59, Buffalo, N.Y. 14216, or better yet stop in at the next meeting and sign up.

RENEWALS: Please take the time to look at the label on your newsletter. Your membership identification number and the expiration date (month and year) are on the last line of your mailing label. The month and year printed is the very last issue that you will receive. Try to renew at least one month early. This will help us keep our records in order and lessen the chance of you missing any issues of the newsletter. Notify us immediately if you think that there is an error. Also notify us of any corrections or change of address. Cost of renewals is $12.00 per year.

ADVERTISING RATES: Full page - $50; Half page - $35; Quarter page - $20; Business card $10 per three month period.

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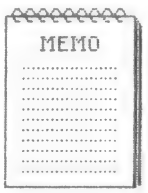
	Dave Arlington	875-0677



OUTPUT

When they say ' *hot off the press* ', now I know what they really mean. The past few weeks of 90 degree plus, humid weather has taken its toll on this Editor and his equipment. Even with the help of three fans, the little room I edit and print this paper in has been just to hot to work in, so I hope I get this issue to the printers in time for the meeting.

This issue of POKEY has a good selection of articles from our members and from around the Atari world. Thanks to our regulars Dave A, Theron, Debby, Jeff E, Terminator, Ziggy, and John S for the local contributions.

In last months Atari News I neglected to give credit to ZMAG, Delphi, and Computer Shopper as sources.....SORRY guys.

Good reading awaits you as I run to get another cold one and pray this heat lets off. I hope you all enjoy this months POKEY.

Keith Schafer

INPUT.

Letters to POKEY

Well, now that POKEY is back on a regular schedule and being mailed in a timely fashion, the letters from loyal fans are starting to pour in. Below is a sample. However, first we have a letter to the WNYAUG membership from Betty Knab, who is now in charge of making sure your POKEY gets mailed on time each month. Take it away, Betty!

Dear POKEY subscribers,

I would like to apologize for the June POKEY being mailed so late. Dave A! had to rework the membership list as it would not run on my 800. The lists also had to be updated. Quite a few of the clubs we exchange newsletters with have new addresses. This was no easy task as we have about 400 names on our mailing lists.

I have never used SYN-FILE and without any good instructions, I had trouble getting the label program to work. I finally hand addressed them.

The next problem occured when they were ready to mail. We ended up going to the main post office for help with the forms.

Barring any more problems, we hope to get the POKEYs mailed within a week of the meeting.

I would like to thank Dave A! for all the help he has given me and to my husband, Norm without whose help I would have not undertaken this job.

Betty Knab

POKEY
(It's the BEST!)

from James Egri
(Ziggy)

First of all, I would like to say what a GREAT JOB, KEITH is doing.

Now I'm not putting down the POKEY, but as I was reading the POKEY, I felt I was battling the staples for reading. (What can I say? The staples kept bothering me.) So, I was thinking (Uh Oh, better call the doctor - I was THINKING!) that there would be a better way to put the POKEY together. There are several ways to do this.

1) Put on a massive AD campaign and then hire a local publisher to do it in a professional looking format, complete with fancy paper.

2) Figure out a way to put the POKEY out so that it has 1 sheet for every 4 pages, (instead of 2) then fold the pages (like a newspaper).

3) Change the paper so that POKEY is thinner. (Use National Geographic brown wrapping paper for mailing.)

4a) Or most likely, don'T do anything and let me suffer. (I'm probably the only person who has a complaint anyway!)

4b) And take this whole letter as a joke and laugh, and tell KEITH what a fine job he did on his first issue as editor!!!!!!!!!!!!!!!!!!!!

DEAR WNYAUG,

Thank you for the free copy of POKEY, June 1987, which you sent to me in answer to my earlier inquiry, that in tunr resulted from your distribution of the excellent TURBO BASIC program from Europe. I am glad to be able to join WNYAUG, and my check for $15.00 is enclosed.

It is doubtful that I will ever be able to attend your meetings because of the distances involved from my home in Delaware and my employment in Washington, D.C. Nevertheless, I found much more useful information in the June POKEY for Atari 8-bit owners than has been appearing of late in the polished 70-page CURRENT NOTES published in the Washington, D.C. area. I should mention that I also belong to one of the Washington area Atari user groups and regularly attend its meetings as well as the meetings of another group in that area.

You appear to be going through the divisive ST/XE controversies that have been precipitated throughout the Atari world. The user groups I am familiar with now carry out demos on both machines simultaneously but at different ends of the same room. Interestingly, the groups split about even in one user group and about 75% 8-bit in the other. My perception of the effect of Atari Corp.'s actions is that they knowingly or unknowingly frustrate 8-bit owners with either no products or disappointing new products such as AtariWriter Plus and the XEP-80 (third parties are producing the good hardware and software), and thereby lead existing 8-bit owners to move to a new system. Maybe this conversion is essential to Atari's US sales and profitability. Regardless of what may be the true intentions, I do not see Apple treating its 8-bit owners in this fashion. Nor do I see Apple floating the possibility of a PC compatible. What will be the status of ST owners when (if) the Atari PC arrives?

Thank you for allowing me to join WNYAUG and recieve

POKEY.

Sincerely,
Frank M. Ferrell

Dave A! replies: While I might not agree with Mr. Farrell's assesment of AtariWriter Plus as a disappointing product (at least not judging by the number of people who use it), many of his thoughts are so close to my own opinions, that it is spooky. Please check out my article on Why I Did Not Buy An ST.

Rotterdam, July 7th, 1987

Dear Dave and WNYAUG,

First of all, thanks for sending me the POKEY magazines. I cannot tell you how happy I am to recieve a sign from you and the WNYAUG. I hope that the title from your latest number (June '87, A New Beginning) also counts for a new contact between us. It is good to read the POKEY is back again after a very hard time. It still contains very interesting articles.

Reading the older POKEYs, I have read your articles about the Turbo Basic, it must be a big hit in the WNYAUG. In Holland, it never had that much interest by the users as with WNYAUG. You probably know from Paul O. Parks (Librarian for NWPAC) that in his group, it is also a big hit at the moment. The same author of Turbo Basic has now his own software house. From the same author, there are now the following programs for the ST:

GFA BASIC - an excellent interpreter for the ST. A better and faster Basic is not available for the ST.

GFA BASIC COMPILER makes the GFA programs faster than most C programs.

GFA DRAFT a CAD program.

GFA VEKTOR - a very fast 3D program.

These programs are not public domain. The GFA BASIC and the compiler have special prices for users groups. I can recommend these programs. I am working a lot with both of them and with me, most of the ST users. They all prefer it above the C language.

It looks as if it has been years since I have written a letter to you. How are things still working with the 8-bit Ataris? Since September last year, I have a 520ST, SF314, and SC1224 colour monitor. I must say since that day, I have never missed the good old XL/XE. In the beginning, I still had my XE but lately I sold all my 8-bit stuff to a friend of mine.

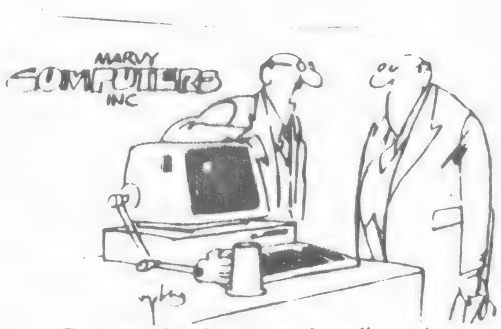
Since the last time, a lot has been changed over here. We now have two seperate users groups for XL/XE and the ST. Both groups have their own magazines. It is going very well with ATARI in Holland. There are more than 15,000 STs sold in about one year and the XL/XE is even more popular than the C64 ever has been. We now have several Dutch magazines for both computers. So you see a lot has changed in a couple of months. At the last big meeting, we had about 10,000 users in one day.

I have heard about the Expo and reading the article, it must have been a great success for all the members of the WNYAUG. How is the situation with ATARI in the USA? From a friend of mine who has been to the USA, I heard that the ST is not such a good selling product as it is in Europe. He told me that ATARI expects more from their new PC in the USA than from the ST. In Holland, I don't expect great sales from the new PC. There are too many cheap IBM clones and furthermore, who wants an MS-DOS computer if he can get an ST for a lower price? The price for a starting ST set ia at the moment about 1200 dutch guilders (520STm, SF354, and mouse) while the new PC is about 2000 dutch guilders.

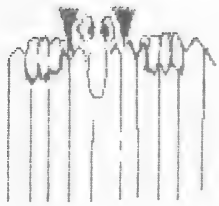
I expect more from the new MegaST and the laser printer. At Europe's greatest show in Hanover, Germany, there was a lot of interest in the MegaST, especially from the business world.

Well, that is it for the moment. I hope that this is the beginning of a new contact between us. If I can help you with something, please let me know. Hope to hear very soon from you and all the best for the WNYAUG and POKEY.

Greetings,
Rene Leusing



This model isn't just user friendly — it has a drinking buddy function."

KEITHS  CORNER

GAMES, GAMES, GAMES.

Ever since that first PONG dot flashed across the screen, I was hooked. Game play on a TV screen, with fast action, my quarter was down. Crude as is was in black and white , the pinball machines looked lonely as a line formed to play the 'video game'. It doesn't seem that long ago that this new invention was sweeping the local bars, eating quarters like they were going out of style. If my memory serves me, the next video game to pop up locally was 'Breakout', but what a game. This one was in color with paddle options, oh the quarters we fed it!

In the mean time, a new company, Atari introduced a game box, complete with two paddles that you could attatch to your TV and play pong, breakout, and some other variations of these games. Off I went, money in hand and countless hours of game play resulted.

The bar games (coin ops) were getting more advanced and the hot game was Space Invaders, and this new Atari Company introduced the 2600, with plug in modules for changing games. I had to have one, money in hand, off I went to spend 139.95 for one of the first local units shipped. Disappointed I wasn't, it came with joy sticks! As the new games came out, putting out 30.00 or 40.00 for a game cart wasn't an unusuall price. It got to a point I would reserve a new cart by placing a deposit of 10.00 to reserve one of the first issues of the game. The house parties in those days would last till sun up with the 2600 in stiff all night compatition. I would watch people get scores unheard of and still try to top them.

Then the market crashed. Atari was in trouble and it seemed all the other companies followed. I became interested in Atari's new home computer and sold off all the 2600 items to help purchase an Atari 800. The ultimate game machine and a computer too is how everyone put it to me. Star Raiders convinced me.

Something else was catching my interest between game play, programming caught my enthusiasm and soon all them games were gathering dust as I attempted to learn Basic and write my own programs.

Soon a disk drive, a modem, and other accessories led me on to other things, all on this 'game machine'.

The point I am trying to make is this: without the 'game' interest, myself and countless other Atari computer users may never have entered the world of home computer enthusiast. It is with this thought in mind that that the cover of this months POKEY is a Salute to Games.

HELP WANTED

NO EXPERIENCE NECESSARY

AT YOUR POKEY NEWSLETTER DESK

ANY ARTICLES GLADLY ACCEPTED.

PLEASE UPLOAD ANY CONTRIBUTIONS TO BATES MOTEL, 716-875-7376 , or SEND TO: WNYAUG, PO BOX 59, BUFFALO, NY 14216.

WHY I DID NOT BUY AN ST

(or 8-bits Forever!)

by **Dave Arlington**

A couple of issues ago, we presented an article by Al Adams about how he had sold his entire 8-bit system to purchase an ST and did not regret his decision. I thought this issue I would present a few of the reasons I made the decision I did, to stick with my 8-bit system. The reason I am writing this article is that it seems some Atari 8-bit owners are feeling pressured into believing they should buy another computer system without really having adequate reason to make this decision. I am hoping by outlining some of my reasons, that others will feel a little more secure in their present set-up.

I should point out right from the start, that this is not an anti- ST article. I have worked with the machines, will be programming on them, and have sold them as well. I like them a lot, and they are really excellent machines. I just wouldn't want to own one.

Last summer, I had a little windfall that left me with enough money to upgrade my system, either by expanding my 8-bit system or buying an ST. I chose the 8-bit route. That was last summer. Lately developments with the 8-bit Atari computers have left me MORE enthused about my system rather less. (I guess four or five articles a month indicates some renewed enthusiasm!)

Let's look at some of the common reasons given to ditching your 8-bit system and why I don't think they are valid.

8-BIT COMPUTERS ARE DYING (Dead, Gone, Take your choice). THE NEW 16-BIT TECHNOLOGY IS TAKING OVER. Well, this might come true five years from now or you might believe this if you take as gospel everything that comes out of the Atari Corp. propaganda machine. However, if you step back and look at the big picture, you see an entirely different story. The Atari ST and the Commodore Amiga have been around for two years now, the Apple MAC even longer. I would hardly say any one of those three machines have taken the computer world by storm. Let's face it, right now it is still an 8-bit dominated world out there. (I am, of course, speaking about the home market. It's an MS-DOS world, if you want to speak of the business world.)

Why are 8-bit computers so strong still when their supposed doom is imminent? One only need look at the corporate attitudes of Atari's rivals, Apple and Commodore. Both have made efforts to distinguish their 16-bit machines from their 8-bit machines. No one calls it the Apple MAC (besides me above), there is MAC and there is APPLE, meaning their 8-bit machines. Commodore also did not want the Commodore name associated with the Amiga. Not to mention, no one at Apple or Commodore is talking about the death of 8-bit computers. Those companies know where the butter on their bread is coming from, the continued sales of their 8-bit machines.

It's like the story about how the Air Force spent scads of money to discover, that by all scientific principles, bumblebees should not be able to fly. Their bodies are too heavy, the wing span too small, and the wing muscles too weak. The only problem is that no one ever told the bumblebees they can't fly and so they do.

So too, if the 8-bit machines are dead, someone forgot to tell the happy Apple and C-64 owners that find new and productive uses for their computers every day. Take a look at GEOS for the C-64 sometime and tell me that 8-bit machines cannot handle a desktop type enviroment.

Now one of the reasons I bought an Atari 800, then an 800XL and then a 130(320K)XE was becuase it is technologically superior to the Apple and C-64. If that was true when I bought it, why shouldn't it still be true today? In fact, indeed it is still true.

To borrow some phrases from another user groups newsletter, when I woke up this morning, my computer still ran all my software, processed all the words, etc. Basically, the 8-bit machines are far from dead unlees thats what you choose to believe.

Who DOES want us to believe the 8-bit computers are history? I didn't want to accept this conclusion for a long time, but I have come to believe that Atari themselves would like nothing better than to have the 8-bit machine fade into the sunset. Of course, they say that they still support it fully, because it wouldn't publicly be nice to knock your own company's products or to anger hundreds of thousands of future potential customers.

However, actions do speak louder than words. Look at all the new hardware and software non-releases (unless you want to count press releases!) from Atari for the 8-bit. Notice their growing discomfort at Expos and online discussions with people who keep asking questions about 8-bit support. Ask Atari dealers about the difficulty in getting Atari 8-bit hardware to sell, especially 1050 disk drives. Finally, the biggest blow of all this summer, turning it into a game system! Publicly the stance is, "This new 8-bit game system will revive the line with new software releases." Privately, however, the thinking probably goes like this, "Well, if we turn it into a game machine, it will finally stop being considered seriously as a computer and other people can make cartridges for it." This will make the 8-bits easier for Atari to ignore, if we let them.

THERE ISN'T ANY NEW SOFTWARE COMING OUT FOR THE 8-BIT ATARI. I have three responses to this line of reasoning. First off, while the number of software titles released definately has decreased, the quality has greatly increased. It takes a really good product to make it to market nowadays and you won't find many dogs out there. Not only that, but new quality programs that would have cost a lot of money a couple years back, now are becoming public domain or shareware. Look at Turbo Basic, 1030 Express!, or Daisy-Dot for instance.

Secondly, even if no new software comes out, there is still much more software available for the 8-bit Ataris than

for the ST. The 8-bit Atari has excellent word processors and spreadsheets available. Printing programs, very popular lately, abound for the 8-bit with every concievable font and resolution you can imagine. The 8-bit machines have an abundance of educational software programs available that blows away the ST. (That was very important to me. I have a three year old son and there was simply no comparison between the 8-bit and the ST when it came to educational software.) I don't have to tell anyone who has ever owned an 8-bit Atari about the amount of games that are out there. I have a wish list that includes a really good database, but generally I am more than pleased with the amount and quality of 8-bit software that is available.

To the people still crying the new software blues, I want to ask a couple questions. How much software do you REALLY BUY each year? I know, of course, that no one reading this is a software pirate. I think I spend a lot of money on software and I can only afford about 10-20 new software programs a year. You figure at maybe $25 a crack, 12 new programs would set you back $300 a year. I didn't have any problem finding that many programs to buy last year and don't think I will this year either. Of course, that is just commercial software. Throw in the fine new PD programs like Dasiy-Dot and the number of new software programs goes way up. I have a hunch, and this is just a hunch, mind you, since no one pirates software, that most of the people who say there isn't enough new 8-bit software really mean, "I can't find enough new 8-bit software from my friend, or my friendly pirate BBS."

THE ST IS HAS SO MANY IMPROVED FEATURES OVER THE 8-BITS AT A REASONABLE PRICE. I have seen the future of the 8-bits, my friends, and it's initials are ICD. First I want to talk about the technology of your 8-bit Atari. With a memory upgrade, a 256K MIO, SPARTADOS, and a hard drive, the 8-bit Atari can hold its own with any computer on the market. (Please see my review elsewhere on the MIO.) The only thing missing is an 80 column screen and the MIO has a port for that too. (Don't hold your breath waiting for Atari's XEP-80.)

While the ST has a microprocessor more than 4 times as fast as the 8-bit, code tends to be 4 times as long due to the fact ST programmers are still exploring optimal ways to do things while 8-bit programmers have been crunching code for a long time. While the ST disk drives are much faster than the 8-bit drives, each graphics screen on the ST is 32K big, 4 times larger than the normal 8-bit display.

Throw in the fact that the 8-bit Atari has been dissected completely and somewhere is the answer to almost any question you might have. What other computer allows you replace the operating sytem so easily with your own custom made one or gives you so many alternative Disk Operating Systems? How many offer as many text and graphics modes, along with easy to modify display list instructions. IBMs and APPLES would still kill to have a full screen editor the likes of the 8-bit Atari. It takes an ST or Amiga to match or beat the number of colors an Atari 8-bit can put on the screen at once. Don't forget the custom microprocessors to handle grpahics that speed up the main 6502.

Now that you've remembered all the great things about your computer that no others can boast all in one package, let's look at the so-called reasonable price of an ST. First there's the cost of all the new software. Assuming again, that no pirates are in the vicinty to instantly have a software collection the size of the 8-bit machine, you will have to start right from scratch building a useful library of software. Unless you're independantly wealthy or are one of those no-no guys mentioned above, this will soon equal the cost of your system.

Finally, look at the poor joe who rushed out and bought one of the very first STs produced. Quite a bargain. First, he probably had to go out and buy a color monitor since he found 90% of the software wouldn't run on his monochrome. $$$ Next, he had to go back and get the ROM chips installed since no software would run with TOS in RAM. $$$ Next came the memory upgrade to 1 MEG since all the powerful application programs he bought a 520 for would not run in so little memory. $$$ Next back for a second disk drive since backing up a disk with one drive is like loading a C-64 disk program. $$$ OOOPPS! Better go back with that single-sided drive and get the double sided one since a lot of software won't run on the single sided drives. $$$ There he sits, happy at last, ready to run down to the store again and get the blitter chip since none of the software a year from now will probably work without it. $$$ OUCH! Power Without The Price! I'll tell you what guys, I'm going to continue using my very productive 8-bit computer and you let me know when you get those STs finished, OK??

NEW OFFICERS - WNYAUG

President - *Martin Schlund*

Vice-President - *Steven Daniels*

Treasurer - *Bill Beerbower*

Secretary - *Jim Ide*

Program Librarian - *Wes Ballard*

by **JEFF EBY**

ANTIC SOFTWARE UPDATE

Antic magazine, which has been fighting fiercly to protect it's monthly disk programs from being copied, has decided to change tactics. In the past, the magazine has resorted to strong demands that BBS operators and others refrain from copying and posting Antic's software. This approach got a negative response from nearly the entire Atari community. In a sudden switch, Antic has decided to stop sending out it's monthly programs on disks to it's disk subscribers.

According to a company spokesman, all of Antic's software will now be issued in a new format - a "Computer of the month" with the software based in ROM. This "Computer of the month" is an exact copy of the Atari computer but will only run one program - the Antic program burned into it's ROM. The spokesman claimed that the company was forced to this measure by consumers. "People were loading OUR software into their computer's RAM memory. They say it's the only way to run OUR programs but we know all about ramdisks and won't allow them to copy OUR software."

ATARI CORP., furious at the illegal copies of it's hardware, complained to Antic about violations of Atari's patents. "Well, " sniffed the Antic spokesman, "sometimes a lessor evil is needed to stamp out the greater evil which is the copying of Antic software." Pricing has not been set, but is expected to be high. "that's just the price you have to pay to get OUR software," said the Antic spokesman.

NEW EMULATOR FOR ST

Many Atari users have been wondering why Atari fought so long to prevent an emulator of 8 bit Atari's from being released for the ST. Now the reason has become clear. Atari, in a bold move catching IBM completly by surprise, announced they will be selling an Atari 2600 video game system emulator for the ST line of computers. "We feel this will postion the ST as the best supported system on the market," explained an Atari spokesman. For even more added value a free Pac-Man game will be included in the package. Apparently anticipating a great demand for the emulator, the company reportedly has "a warehouse full" of Pac-Man games ready for shipment. Atari feels this will really push the blitter equipped ST's out the door since the graphics with the blitter chip leaves the older ST's "in the dust." A developer's system will also be available for software houses which will include a dedicated console for video game system development. Atari, never one to rest on it's laurels, is reportedly developing a tape cartridge storage system that will use widely available tape cartridges. Code named the 410/ST it will be available in the 1st quarter of 1988.

SUPPLIED BY THE CHAOS BBS
(517) 371-1106

I found that I was not alone when I started having trouble getting my console keys to work on the ATARI 130XE the CHAOS club used for its BBS. It seems that very many of the machines develop this problem. I asked around and found several others that had do ne as I did, opened the keyboard and cleaned the button contacts, only to get good results for a week or so before losing them again. I then received a couple reprints of articles suggesting hardware fixes. I tried a couple that did not work, but one that worked the best came from Alan Haskell (printed in the SBACE GAZETTE, Aril/May '86). Here's how, with a small modification to save you the trouble I made for myself trying his recommended installation. You will need a small phillips head screwdriver, needle nose pliers, a small soldering iron, and three 3K (3,000 ohm) resistors. Quarter-watt rating is plenty, in fact, the smaller the resistors are physically, the better.

1. Turn over the XE computer and remove the 4 screws that hold it together. Turn the computer over again and remove the top half of the case.
2. Lift out the keyboard and gently pull the ribbon out of its connector. DO NOT OPEN THE KEYBOARD as cleaning internally will not help, and you may damage the carbon track on the baking sheet inside.
3. Remove the motherboard from the lower half of the case by removing the phillips screw holding it down.
4. Remove the top and bottom metal shields from the board by carefully straightening the bent tabs that go through the board.
5. Observe the top and underside of the connector you pulled the keyboard ribbon out of. As seen from the top as you would look at the computer normally, there are 24 connections, with connection #1 at the left and #24 at the right. Connection #3(from the left) is the ground connection. The last 4, #21, #22, #23, #24 are the START, SELECT, OPTION, and RESET connections. When a connection is made from these points to

the ground, the computer will know one or several of the keys are being pushed. Due to a design problem, the console keys have a bit too much resistance to always register even when you really lean on them. So, we will install the three resistors between the connections and ground so as to 'leak' a bit more ground signal to the computer. That way, not nearly so good a connection is required by the actual keys when pressed.

6. Identify the proper pins on the bottom side of the circuit board. We will install the resistors under the board.

7. Solder one end of all three resistors together. Then connect this common end to the ground connection (pin 3). Then solder the free end of the resistors, one each, to pins 21, 22, and 23. (The RESET system never seems affected, nor any other keys.)

8. Be certain that the wires on the resistors do not touch each other nor any other circuitry! Use as little solder and as short a heating time as possible. Tape the resistors to prevent shorting if needed, and press them close to the circuitboard.

9. Reassemble the shields to the board, bending back the tabs to hold it all together. Look inside to be sure the resistors do not touch the lower shield.

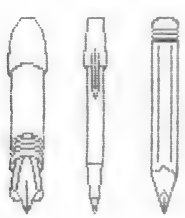
10. Complete the re-assembly, taking extra care not to stress or insert the keyboard ribbon too many times. The spring contacts bend easily, and the conductive coating on the ribbon, if scratched through, will cause the keyboard to be useless. Don't worry too much, that's hard to do if you are careful. (The original mod suggested pressing the resistor leads into the connector so as to make it solder-free and simpler... but that 'simplicity' ruined my connector and made hours more work! Do it right...solder it!) 11. Test the repair. Power up the machine and type in this one line basic program:

```
10 PRINT PEEK(53279):GOTO 10
```

Then type RUN. You will see a row of 7's down your screen. Push OPTION. They should turn to 3's. SELECT will give you 5's, and START will give you 6's. Combinations will give you other numbers from 0 to 7. If each key responds, you have finished the repair.

This has permanently fixed the problem on dozens of XE's. It has restored my keys to 'feather touch' after a long siege of having to boot 5 or 6 times mashing the OPTION key trying to get a boot without BASIC. It WILL work for you.

John Nagy, SYSOP of the CHAOS BBS
(517) 371-1106



ONLINE

3 ARTICLES
FROM OUR MEMBERS

Amodem 7.50

by *Theron E. Ross*

Amodem 7.50 is the newest public domain oterminal pro in the Amodem series by Trent Dudley. Actually an update of the Amodem 7.4x series, Amodem 7.50 adds a few newer features to keep up with the times and fixes a few bugs found in the older programs.

Amodem 7.50 needs a handler for whatever type of modem is being used. On the normal disk Amodem is found on, all the modem handlers are included, plus the "AMODEM75.COM" file, help file, and two documentation files. Since Amodem offers built in Sparta Dos support w/R-Time 8 cartridge, I find it best to use at least Sparta Dos; which works nicely. A bunch of files have to be loaded, and using a "STARTUP.BAT" is the big answer. The one I use goes like so:

```
BOOT850
AMODEM75
BASIC ON
CAR
RUN "D:AMODEM75.BAS"
```

The most extra that is done is typing in the time and date which is asked by the "AMODEM75.COM" file; which happens to be some sort of file needed by this new Amodem. The new Amodem ads a bunch of additions which I shall now go into.

The biggest addition to the Amodem 7.4x and 7.50 terminal programs is the new Y-modem transfer capabilities. Y-modem lets one transfer 1024K blocks as opposed to X-modem's 128K. The more blocks in the transfer make transmitting files over the modem much quicker with a 1200 baud modem and higher. Most Atari ST BBS'es use Y-modem, some IBM boards are Y-modem, and some Atari 8-bit BBS'es are starting to follow suit. Already, Y-modem is becoming the new standard, quickly destabilizing X-modem and X-modem CRC.

Y-modem was included with the Amodem 7.4x series. Now, with Amodem 7.50, this process is taken a bit further. It has added Y-modem batch receive. For all those who are unfamiliar with this technique, it is the process of a BBS letting a person mark all the files he wants to D/l, and them sending them all at once in a "Batch" send. Using the concept similar to SpartaDos'es "STARTUP.BAT" file. Most ST BBS'es use this (at least FoReM) and some IBM boards. I have found this to save plenty of time when wanting to D/l more than one file. The real trick is not to get caught in a rush and accidently Y-modem batch to a disk with not enough room.

Amodem 7.50 doesn't stop there though. Among other things, it adds a edit window with Crtl-E, word wrapping with Crtl-W, the help file on disk to free up 5120 for disk transfers, inproved autodial scanning (ala Express!) and macros (als Backtalk!), plus!! Amodem now is capable of being that link to transfer files direct, such as with a Null Modem cable. With a hidden Crtl-B command, Amodem 7.50 can go from 600bps-1800-4800-9600bps! Excellent if you want to transfer files from the 8-bit to the ST or IBM.

I like Amodem 7.50, but still maybe not as much as 850 Express! ver3.00p. I like the ease of use of Express!'es macros as compared to Amodems. I played with Backtalk quite a bit and found it quite fustrating at times, and this is what Amodem's macro's seem to emulate. I may play around with them, but so far Express! has the edge there. I like the easier menu with Express! and some of those functions that Amodem just doesn't have. Though I am getting used to using Amodem now and use both Amodem 7.50 and 850 Express! Ver.3.00p equally, once Keith Ledbetter comes out with a Express! that supports Y-modem and Y-modem Batch, I will probably use Amodem only on occasions. But for now, I love Y-modem, and since Amodem is a very very good term program, using it in with Express! for whichever serves my need at the time will suit me just fine!

TERMinal Problems!
by The (HNY ATARI) TERMINATOR

"Captain's Log, Stardate 070687-2138...."

With all due respect to my fellow modemers, I was feebaly supposed to write a summery of what was happening online,but alas, I was, How do you say, "missplaced", (my caretakers desided to take me fishing)

So here I was (is,am,whatever) disconnected from the network, when I finally found out how much I really needed modeming! To say the least, I don't mind staring at a video screen for hours on end, just to pick up a fragment of useful(or useless) information in the message bases! (frankly because I cant seriously Download any programs with this MPP)

Well, anyways, if you dont already know, Modeming is like NO other aspect of computing, it can be EXTREMLY helpful, educating, and POWERFUL! among all other things. For instance, most of the programs on the monthly disk, are PUBLIC DOMAIN programs, for disribution and use by anyone, these programs would not be there if it was not for Modeming, because these programs are distributed by people UPLOADING them to the Bulletin Board Systems, for people to Download and send someplace else. But the Transfer of programs is just a mere blip in the curcuitry compared to the Power of the message bases, and E-Mail.

In my opinion, these Message Bases, which started the whole modeming Business are a Godsend! Ask a question, and 9 times out of 10 it will be answered whithin 24 hrs, or less. and I mean any question! (nomatter HOW stupid you think it is!!!), and the subject matter can be about anything, because someone out there can answer it! (Ask Debby!)

E-Mail is another thing, and it is extremely helpful, when you MUST contact another Modemer, as this is checked upon login on most systems.

I guess I could give you some numbers to call.. These are all local from The Buffalo (716) area Code..

BATES MOTEL -- Home of WNYAUG
24 hrs daily, 5 meg HD
875-7376

The CAT'S LAIR -- 337-3628
this system is under construction
and when finished will be most
impressive boasting of a MIO,HD,and
2400 baud

THINK TANK -- 835-5802
formarly running off a 130xe,
this board is also expanding its
Horizons, and and such...

Ad addendum, I will need help with this column, as I only go on no more than 10 BBS a nite, (every nite) I cannot be active on every Board, and Exist at the same time.

"Facinating Captain..."
This is TERM!, signing out..

We At Conan
by Debby R.

I have really come a long way since I started modeming in February. In this short amount of time I have written a couple of articles for the Pokey, become Co-SysOp of Conan and I now have my own message base. What more could a person ask for! I guess that I can now tell you how some things are on the other side of the computer.

We at Conan have a great time running the BBS. There are those exceptions to this rule. The board does not always run as smooth as we would like. Equipment breaks down and programs need modifications from time to time. Both these problems are frustrating for the users and the SysOp's. One error gets fixed and another one is waiting in the wings to show itself. It seems that we have had more than our share of problems lately. Some times a user may not even know that there are problems with the system. Bob Guich spends many hours working on Conan even though some people think he never looks at it. SysOp's are a rare breed of people. They work many hours with little thanks but much fullfillment when someone notices their efforts.

On top of the normal problems that happen on a board, there are the problems with some of the users. It seems that some people dream of ways to try and stay one step ahead of the SysOp. We all are aware of some of the ways they mess things up for the rest of us. Maybe giving them space here makes them think their efforts are worthwhile, but we promise to stay one step ahead of you! One thing that had to be done at Conan was to make everyone re-sign up. We are sorry for this inconvience but it was neccesary. Before new members are validated the information they leave will be checked and may be checked periodically. Bob was very liberal before having so much trouble. Its ashame that a few have to make it difficult for the many.

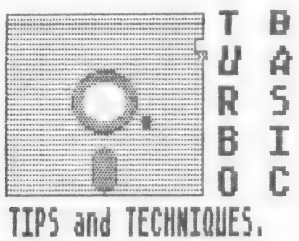
If you must wait a day or two to be validated or have a

question answered, please be patient. After all SysOp's have jobs, some go to school and they also deserve a social life too. Don't ask for a higher level on any BBS. Higher levels are given to those people who contribute to the board. They are also given at the descretion of the SysOp. Maybe one post or upload may gain you a higher level on one BBS but that may not work on another. Each BBS has their own guidelines for higher levels.

We are always trying to bring the users new downloads and strive to keep the message bases interesting and up to date. I sometimes wonder how a BBS can have so many users and so few posters. It seems that the same handfull of people do most of the posting on all the boards. When this happens we are called a click. I have never thought that I was joining a click on any BBS. It may be hard to find a subject that you feel comfortable in responding to but that should be your only reason for not posting a message. We are always open to all subjects of conversation as long as they are in good taste. We felt that a different type of message base was needed on Conan. Along came the "Dear Debby" message base. Since it started out well, we thought that this was the base to get new posters. It has an anonymous feature that few other boards have. Included in the base were questions that have no right or wrong answers. They were 'thought' questions based on human nature. Problems of all kinds are discussed with a wide variety of answers and possible solutions.

If you have any ideas on how to make your favorite BBS more interesting, let the SysOp know. They are always trying to give the BBS what you want. Afetr all, it is running for your enjoyment. The next time you call a BBS maybe let the SysOp know how much you appreciate there efforts. Maybe it could be your first post! If you like all the downloads offered, remember that in order to keep them up to date you must contribute uploads. If your one of the folks who just likes reading the posts, then you must respond in order to keep the conversation going.

I hope that everyone has a better understanding of the time involved in running your favorite BBS. Most SysOp's will probally agree with most of what I have said here. Let Atari people be the models for other modemers.



TIPS and TECHNIQUES.

by Dave Arlington

Well, we'll touch on a couple things this month. First we'll look in the old TURBO BASIC mailbox, then finish up the discussion from last month on why there are normally no inverse characters available in Graphics 1, and finish up with a close-up look at a another command unique to TURBO BASIC.

First to the mailbox. One reader wrote (I'm sorry I l[illegible] the post card with his name on it.) in to ask about possibly getting the source code for TURBO BASIC so he could fix it to be used with his favorite DOS, SPARTADOS. I'm afraid the two will never go together becuase they both occupy some of the same portion of memory. This is also the reason TURBO BASIC only works on the XL/XE series. Both SPARTADOS 3.2 and TURBO BASIC use the 'hidden' 16K above BASIC. BASIC XE and Genie are two other programs that share some of the same space. SPARTADOS was rewritten to accomodate BASIC XE, but I think it highly doubtful they will bother for TURBO BASIC.

The second letter comes from Mr. George Poletti of Cinnaminson, NJ. Mr. Poletti writes:

Dear Dave Yearke,

I'm a member of JACS (Jersey Atari Computer Society). I obtained a copy of TURBO BASIC thru them and am very pleased with it. However, I've come across a few problems that you can help me with.

I'm running TEXT TIDIER (I've run and used it several times). One day, I had a very lengthy file, about 6500 bytes, I think. I set the maximum file size, in reference to TIDIER, at 20,000. After it finished 'tidying', I couldn't find it on the disk I recorded on. I'm pretty sure I had everything set up right. Can you provide any clues?

Also, I have an article by you called "TEXT TIDIER 1.0". In it, you say, "It also breaks down the file into smaller pieces that will fit into a word processor ... " If I had a file I wanted to break down, how would I be able to know where to pick up the second part of the file, after I had 'tidied' the first?

I sure would appreciate knowing how to use TEXT TIDIER a little better, becuase I don't think I'm using it to its full capacity. I usually print what I have tidied, rather than edit it with AtariWrite Plus, mostly becuase I haven't figured out how yet. I have a 130XE Atari. Thank you for your attention.

Yours Truly,
George Poletti

I'll be passing your letter along to Dave, Mr. Poletti. In the meantime, I will try to answer your questions and if Dave has any corrections to my answers I will try to have them for next month.

In the case of the disappearing file, there could be quite a few reasons. One that comes to mind is this: In the WRITE_FILE procedure, a file is opened, a big block of data is written with the BPUT command (the opposite of last month's BGET command), and then the file is closed. Now if for some reason, the program should fail BEFORE closing the file,

disaster can happen. Anytime a file is opened for writing and is not closed properly when done, will result in the filename in question disappearing from the directory. If you use DOS 2.5, DISKFIX should find it for you and tell you it was opened for write and never closed. (assuming, of course, that that is what happened.)

As far as splitting files up is concerned, TEXT TIDIER works like this. Let's say you downloaded some monster text file from a service that is 60,000 bytes long (approx. 480 SD sectors) and your W.P. does not handle files that size. You give TIDIER a limit of say 10,000 bytes and TIDIER will split the big file into several little files as close to the 10,000 byte size as possible. It is all automatic and you do not have to 'pick' up the file anywhere. TIDIER will also try not to split words across two files. Each file in sucession will be consecutively numbered. In our example, the files might be named SPLIT.001, SPLIT.002, SPLIT.003, ... up to SPLIT.006. Then just load each consecutive file into your Word Processor and then print them out. If you have an Include file command like PaperClip does, you can link them together that way for one long continous print.

Now for a very brief discussion about why there are normally no inverse characters available in Graphics 1. (If you weren't here last month, the character set has to be redefined to get inverse letters in Graphics 1.) If you notice the size of the character set in last month's TurboTips column, you will see it is 1024 bytes long. Each character is 8 bytes stacked on top of each other. 1024 divided by 8 tells us there are only 128 characters in the Atari character set. However, if you look in any Atari book that shows the character set, you notice there are 256 characters, first the normal ones, then all the inverse ones.

From last month, you saw it was pretty easy to redefine a character set to be its own inverse. Atari didn't waste memory by having almost two identical sets of characters in memory, one normal, one inverse. They simply use a bit somewhere. If the bit is 0, it displays one set. If it is 1, they use the trick from last month to display the inverse of the set. (make all the ones in the character bytes zero and make all the zero bytes, one.) What does this have to do with Graphics 1? Well, the bit that normally says, display inverse or normal, is now being used to help determine the color of the Graphics 1 text. The other helper bit is the bit that says whether lower or upper case is in effect. Between the two bits, there are four combinations of on and off which represent the possible four colors of Graphics 1 text.

Hopefully it will be obvious by now that if we are using these bits to decide what color the letters are going to be, then they can't be used at the same time to make inverse or lowercase letters in Graphics 1. This is also the reason, we cannot mix upper and lower case letters in Graphics 1 without again redefining the letters to look like something else.

Now let's take a close-up look at a couple commands unique to TURBO BASIC, DPEEK and DPOKE. As some of you know, the heart of your computer is the 6502 microprocessor. This chip is capable of using 2 bytes to find any location in memory. Since a byte can hold 256 numbers in it, normally your computer can look at any one of 256 x 256 or 65536 (64K) memory locations at a given moment. Now, of course, there are 6502 machines that have 128, 320, 576, and even 1088K of memory. However, even these upgraded machines can only have a maximum of 64K visible to the 6502 at any one time.

Anyways, to make a short story long, with two bytes, you can get to any memory location in your computer. In normal BASIC, the PEEK and POKE commands only work with one byte at a time. To find a memory location the computer is storing as two bytes, we have to do some wierd stuff like this:

```
100 DLIST=PEEK(560)+PEEK(561)*256
```

which gives us the memory address where the display list instrcutions currently are stored. In TURBO BASIC, this becomes much easier to do with the DPEEK command:

```
100 DLIST=DPEEK(560)
```

Now let's say you want the computer to find a custom display list you stored in page 6 (memory location 1536 would be the beginning). It is even more awkward to do with regular Atari BASIC:

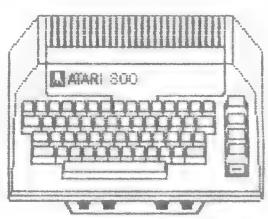
```
100 NWDLIST=1536
110 NWDLISTHI=INT(NWDLIST/256)
120 NWDLISTLO=NWDLIST-256*NWDLISTHI
130 POKE 560,NWDLISTLO
140 POKE 561,NWDLISTHI
```

And in TURBO BASIC:

```
100 NWDLIST=1536:DPOKE 560,NWDLIST
```

And that's it! As you can see, it makes getting to memory locations as easy for you as it is for your 6502.

That's also all from the TURBO BASIC corner this month. See you next month!



WordFind in Pascal

Charles P. Lichtenwalner - JACS

The following program WORDFIND has been written in KYAN Pascal to generate arrays of letters with words embedded in them.

The interface to the program is based on a BASIC program from the January 1984 ANTIC. WORDFIND will ask for a file of words to fit into the array. If no file exists, type in "NEW" at which point WORDFIND will ask for the filename. Type in the words one at a time with a carriage return at the end of each word. Typing "END" will tell WORDFIND that all the words have been entered. The next prompt is for the size of the array. I recommend something between a 10x10 array and a 30x30 array. WORDFIND will then try to place the words it reads off the file. As I intended the program primarily for elementary age children, all the words run left to right and/or top to bottom. Each time WORDFIND tries another location or orientation (chosen at random) it prints a period on the screen. After placing all the words from the file in the array, the program prompts for a title for the puzzle (15 characters). WORDFIND then prints a "cheat sheet" of all the words in the array with unused spaces filled with a "%". Finally, the true WordFind puzzle is printed with the unused spaces filled with random letters, and a list of the words used is printed at the bottom.

The puzzle array is printed as double width characters. The control code in the WRITE (printer,chr(14)) may have to be changed if your printer's control code is not the same as a BMC 80 printer.

Each week I print out a WordFind puzzle of my children's spelling lists. Their teachers like the extra exposure to the spelling words this gives the students, and the kids seem to enjoy solving the puzzle.

If anyone needs a runable version of this program, please let me know.

```
PROGRAM WORDFIND;
(% BY C. P. LICHTENWALNER  DEC 1986
AFTER A BASIC PROGRAM IN ANTIC JAN 1984
IN PASCAL "Copyright 1986 by Kyan Soft-
ware, Inc."
%)

CONST
  MAXSTRING=15;
TYPE
  PUZZLETYP=ARRAY[1..30,1..30] OF CHAR;
  STRING = ARRAY[1..maxstring] OF CHAR;
  FILENAME = ARRAY[1..17] OF CHAR;
VAR
  PUZZLE : PUZZLETYP;
  WRDLST : ARRAY[1..50] OF STRING;
  TTL,WORD : STRING;
  WORDFILENAME:FILENAME;
  WORDFILE,PRINTER:TEXT;
  PSZ : INTEGER;
  I,J,WORDCNT:INTEGER;
  RANDOMPTR:^CHAR;

FUNCTION LENGTH(VAR A1:STRING):INTEGER;
VAR
  I:INTEGER;
BEGIN
  I:=MAXSTRING;
  WHILE ((A1[I]=' ') AND (I>1))
    DO I:=I-1;
  LENGTH:=I;
END;

FUNCTION RAND256:INTEGER;
BEGIN
  RAND256:=ORD(RANDOMPTR^);
END;

FUNCTION FITIT(WRD:STRING; WRDCNT:INTEGER) : BOOLEAN;
VAR
  I,X,X1,X2,Y,Y1,Y2:INTEGER;
  FITTRUE:BOOLEAN;

FUNCTION FIT(X,X1,Y,Y1:INTEGER;WRD:STRING):BOOLEAN;
VAR
  I,X2,Y2:INTEGER;
  INBOUNDS,FITS : BOOLEAN;
BEGIN
  I :=0;
  fits:=true;
  repeat
  i:=i+1;
  X2:=X+X1*I;  Y2:=Y+Y1*I;
  INBOUNDS:=(X2 > 0) AND (Y2 > 0) AND (X2 <= PSZ) AND  (Y2
<= PSZ);
  IF INBOUNDS THEN
    FITS:=fits      and       (PUZZLE[X2,Y2]='%')       OR
(PUZZLE[X2,Y2]=WORD[I])
  ELSE
    FITS:=FALSE;
  until ((not fits) or (I>LENGTH(WORD)));
     write('.');
  fit:=fits
END;

BEGIN
  I:=0;
  REPEAT
    I:=I+1;
    X:=1 + RAND256 MOD PSZ;
    Y:=1 + RAND256 MOD PSZ;
    REPEAT
```

```
      Y1:=RAND256 MOD 2;
      X1:=(RAND256 MOD 3) -1;
    UNTIL  NOT(((X1=0)  AND  (Y1=0))   OR   ((X1=-1)   AND
(Y1=0)));
    FITTRUE:=FIT(X,X1,Y,Y1,WRD);
    IF (I MOD 200)=0 THEN WRITELN;
  UNTIL FITTRUE OR (I)((WRDCNT+1)*25+10));
  IF FITTRUE THEN BEGIN
    FITIT:=TRUE;
    writeln;
    FOR I:=1 TO LENGTH(WRD) DO BEGIN
      X2:=X+X1*I;  Y2:=Y+Y1*I;
      PUZZLE[X2,Y2]:=WRD[I];
    END;
  END
  ELSE BEGIN
    FITIT:=FALSE;
    WRITELN;
    WRITELN('*** ',WRD:LENGTH(WRD),' DOESNT FIT');
  END
END;

PROCEDURE PRINTOUT;
VAR
  I,J,SPACES:INTEGER;
  SPACESTR:ARRAY[1..80] OF CHAR;
BEGIN
  REWRITE(PRINTER,'P:');
  WRITELN(PRINTER,CHR(12));  (*FORMFEED*)
  WRITELN(printer);WRITELN(printer);
  SPACES:=trunc((80-LENGTH(TTL))/2);
  FOR I:=1 TO 80 DO
    SPACESTR[I]:=' ';
  WRITE(printer,SPACESTR:SPACES);
  SPACES:=LENGTH(TTL);
  WRITELN(printer,TTL:SPACES);
  WRITELN(printer);WRITELN(printer);
  SPACES:=trunc((80-2*PSZ)/2);
  FOR I :=1 TO PSZ DO BEGIN
    WRITE(printer,SPACESTR:SPACES);
    write(printer,chr(14));  (*DOUBLE WIDTH CHARACTERS*)
    FOR J:=1 TO PSZ DO
      WRITE(printer,PUZZLE[I,J]);
    WRITELN(printer);
  END;
  WRITELN(printer);WRITELN(printer);
  FOR I:=1 TO WORDCNT DO BEGIN
    IF ((I MOD 4)=0) THEN
      WRITELN(printer,WRDLST[I]:19)
    ELSE
      WRITE(printer,WRDLST[I]:19)
  END;
  WRITELN(printer);
END;

PROCEDURE GETINPUT;
VAR
  ANS:FILENAME;
  WORD:STRING;
  I,len,NUMWORD:INTEGER;
BEGIN
  WRITELN('       WORDFIND IN PASCAL');
  WRITELN;
  NUMWORD:=0;
  WRITELN(' INPUT WORDS FILENAME');
  WRITELN(' OR "NEW" TO CREATE A NEW WORDS FILE )');
  READLN(ANS);
  IF ((ANS[1]='N') AND (ANS[2]='E') AND (ANS[3]='W')) THEN
BEGIN
    WRITE('FILENAME TO PUT WORDS ON )');    READLN(ANS);
    REWRITE(WORDFILE,ANS);
    WRITELN('ENTER WORDS THEN "END"');
    writeln('when finished.');
    NUMWORD:=1;
    WRITE('WORD # ',NUMWORD:2);
    READLN(WORD);
    REPEAT
      len:=length(word);
      WRITELN(WORDFILE,WORD:len);
      NUMWORD:=NUMWORD+1;
      WRITE('WORD # ',NUMWORD:2);
      READLN(WORD);
    UNTIL    ((WORD[1]='E')    AND    (WORD[2]='N')    AND
(WORD[3]='D'));
  END
  ELSE
    wordfilename:=ans;
  WRITE('PUZZLE SIZE (10-30) )');
  READLN(PSZ);
END;

BEGIN
  RANDOMPTR:=POINTER(-11766);
  GETINPUT;
  RESET(WORDFILE,WORDFILENAME);
  FOR I :=1 TO PSZ DO BEGIN
    FOR J :=1 TO PSZ DO
      PUZZLE[I,J]:='*'
  END;
  WORDCNT:=0;
  WHILE NOT EOF(WORDFILE) DO BEGIN
    READLN(WORDFILE,WORD);
    WRITELN(WORD:LENGTH(WORD));
    IF FITIT(WORD,WORDCNT) THEN BEGIN
      WORDCNT:=WORDCNT+1;
       WRDLST[WORDCNT]:=WORD;
    END;
  END;
  WRITE('TITLE FOR PUZZLE )');
  READLN(TTL);
  PRINTOUT;
  for i:=1 to psz do begin
    for j:=1 to psz do
      if puzzle[i,j]='*' then
        puzzle[i,j]:=chr((rand256 mod 26)+ord('A'));
  end;
  printout
END.
```

BOP'N WRESTLE
REVIEW by *JOHN SHEEHAN*

As a child, my favorite TV show was Batman and Robin. Religiously at three-thirty, I would follow the exploits of the Dynamic Duo, and afterwards, much to the dismay of my mother, I would act out the day's episode (merely venting childhood frustrations). The children of today tragically no longer have Batman and Robin, but give new meaning to the word mayhem with the heros of the World Wrestling Federation. Much to the dismay of all mothers, (most anyway) wrestling is easier and much more dangerous to act out then Batman. (Have you ever tried to climb the living room wall with a plastic grapling hook?) Now, precisely at two o'clock every Saturday, thousands of six year olds come crying to mommy because big brother just pile drived him/her on the kitchen floor.

Well mothers of America, despair no longer. Mindscape publishing has come to the rescue with a sure classic. BOP'N WRESTLE provides all the fun and excitement of pro wrestling, and won't leave dents in the kitchen floor. Bop'n Wrestle gives the would be Hulk Hogan control over two dozen of wrestling's most devestating moves; including: the head but, the body slam, and yes even the sinister pile driver. The game can be played by one or two players with joysticks or keyboard controls, and each player can choose to be one of the ten very nasty characters. The graphics and sound are excellent, and offer realism un-rivaled on the eight bit Atari. The manuel provided with the game clearly shows all the moves possible with diagrams of joystick positions, or if you prefer, with letter combinations on the keyboard. Break in time for the program is about half an hour, after which, even the neophyte gamer will have a full arsenal of moves. Granted though, it does take time and patience to learn your way around the game. Without a doubt, it is much more fun to play with another person rather than the computer. You'll find them grimacing in pain as their player is slamed to the mat.

The only drawback that I found was that it is to easy to become a program wrestler; that is, using the same strategy and moves all the time. But, by employing a little variety, this is definitely one of the finest games available to the eight bit user.

As a final thought, I would like to mention the unbelieveable female attraction to this game. Maybe it's the satisfaction they get by beating the pulp out of their husbands or boyfriends. Or, perhaps it is the alluring possibility of a perfectly executed flying body press and submissive pin?

SEE SELECTED SAVINGS BELOW

EDITORS FOOTNOTE:Each month John plans to review a selection of software and offer a discount coupon good for the purchase of that software at his Dads store, Computer Challenge.

WNYAUG SELECTIVE SAVINGS

THE COMPUTER CHALLENGE OFFERS 10% OFF THE REGULAR PRICE OF SELECTED SOFTWARE TO THE MEMBERS OF WNYAUG. OFFER HOLDS FOR OUT OF STOCK ITEMS ORDERED WITH DEPOSIT.

TITLES: BOP'N WRESTLE

SEE COMPLETE LIST IN STORE EXPIRES:

"Bounty Bob Strikes Back"
by Blake Arnold

You'll never guess what I just got! "Bounty Bob Strikes Back" for my Atari 800. Sure, it's been out for a while (a few years maybe?), but I just got it a few days ago. In case you're not familiar with the game, it's similar to Donkey Kong, but has a twist. Bob (the chubby little guy that you control) has to go retrieve things that were abandoned in an old uranium mine. He also has to cover (walk on) all of the platforms; they fill in with color as he walks on them. If Bob leaves so much as one section without walking on it, he wont be allowed to leave that level. Being a uranium mine, the place is radioactive, and we all know what that does to life forms, don't we? Thats right, it mutates them! In the mine there are mutated creatures; should Bob touch one, he is instantly fried (fried may be an understatement!), or if he lingers too long in a room he will die of radiation poisoning. If Bob successfully (good luck) completes a room, he is sent to the next level.

Each of the levels is a little harder than the other, but there is a way to skip some rooms. If you complete a certain number of rooms, you may see a secret message that will allow you to "warp" directly to that room again, without having to complete the entire series again (just think, I know a few of the warps... but I'm not telling you where they are!). The game is supposed to be the sequel to "Miner 2049'er". I feel a little sorry for Bob this time, though. This new version is a lot harder than the old "Miner 2049'er" was, even on its easiest screen. There's also lots of new devices to get Bob around; there are suction tubes (like huge vacuum

cleaners..they suck Bob up at one place and put him down at another), elaborate slides, more hoists, and more moving platforms. There's so much going on in this new (?) game that it's unusual not to see at least one of those devices in a room. In fact, if you DON'T see one, sweat! Chances are if there's not one of them in the room, Bob has got some heavy-duty jumping to do! Thats another point where this new (ok, "not so new") version differs; Bob can make jumps of different length by moving the joystick one way or the other (this can lead to sudden death if you forget about it and make Bob jump a little too far).

I've managed to struggle (like I said, this game is HARD) through quite a few of the screens on this game, and so far they've all offered more of a challenge that the "Zone 10" level of "Miner 2049'er". The game contains many options that make it a constant challenge to play (or a little easier, if you like it that way). It's a well done game and, like the original, addictive. In fact, if you'll excuse me, I think I'll go see if I can beat my neighbors high score. "Bounty Bob Strikes Back" is from Big Five Software, but I'm not sure if they're still in business. If you'd like to buy "Bounty Bob Strikes Back" (it's a cartridge), the best places to try would be the large mail-order houses, or the places that specialize in rare merchandise like that, such as American TV, B & C Computervisions, or Electronic One (all advertise in ANALOG).

Reprinted from ANALOGS Online Magazine

A SYNAPSE RETROSPECTIVE

by Dave Arlington

Since so many are crying these days that there is no new software for the Atari 8-bit computers, and since Keith told me this issue of POKEY was going to be devoted to games, I thought I would inaugurate a new series that looks back to some of the better companies in Atari's past. I'll take a look at where they went right, where they went wrong, and where they are today. I thought I'd start with one of the more interesting stories, that of SYNAPSE SOFTWARE.

In late 1983, early 1984, SYNAPSE was at or near the top of the ATARI software heap. People would go into computer stores looking eagerly to see what their latest game would be. They virtually took a stranglehold on the Atari 8-bit speadsheet and database market that still exists to this day. And yet, in 1987, SYNAPSE SOFTWARE mainly exists simply as a title on some BRODERBUND software. How did they go from the top to the bottom in three years? Let's take a look.

What first propelled SYNAPSE to the top was their excellent games. Mostly of the arcade/puzzle type, these games had graphics and sound that were way ahead of their time. SYNAPSE games also had that elusive quality of playability. That is, a game must be easy enough for you to feel you accomplished something, and on the other hand, difficult enough for you to want to play again. The other thing a lot of their games had going for them was originality. A lot of the concepts for SYNAPSE games were ideas that no one had ever seen before (or will ever see again). Even the titles that were derivative had great improvements over the originals (with a couple exceptions I'll point out in a minute).

Here are some of the SYNAPSE sucesses: (not necessarily saleswise)

NECROMANCER This has to rank with one of the most original game ideas ever. You are a wizard who has to raise an army or trees to destroy an evil wizard. What made this game so great was the spuerb graphics and the excellent mood music and sound effects. There were three screens. In the first screen, your wizard stands in the middle ot the screen throwing out seeds that grow into tree warriors. The trees had faces like out of a Disney movie. Dwarves with clubs run out from the sides to try to club the trees before they reach full height. You have to stop the dwarves while still planting trees. In the meantime, a sort of one-eyed pogo stick that carries more seeds is bouncing around the screen while a deadly poisonous spider is trying to make your trees sick. When the spider infects them, they get a horrible crying face on them until you can either cure them or they die.

That's just the first screen. the second screen is the vaults where the spiders hatch from eggs. You have to plant your tree warriors on top of the vaults where their roots take hold and eventually the tree falls through and crushs the egg. That is, of course, if your wizard or the tree does not get grabbed by the ever-present hands reaching from above or if the spider does not hatch and try to poison you.

The final screen involves meeting the evil wizard and all his spiders you could not stop in the previous screens in a deserted graveyard.

As you can see, this game included more features and excitement than even many games today. The graphics and sound match the exciting game concept.

ENCOUNTER was an underpublicized game that took the BATTLEZONE arcade concept and improved it. Featuring some of the best scrolling 3-D graphics ever seen, this game was so realistic that when you got hit by one of the periodic homing missles, you actually would flinch.

SHAMUS:CASE II was a sequel to another popular game that was even better than the original. Invading the castle of your arch-enemy The Shadow, the Shamus must face some deadly dangers. There were three types of rooms. The first type had ladders (that in higher levels would sometime disappear while you were on them), spiked pits, and roving poisonous snakes. The second type of room had blocks you had to leap across while avoiding the above snakes. The third type of room was an arcade junkies dream. Waves and waves of underwater creatures

attack trying to either shoot you, touch you, or knock out all the floor underneath you to throw you back to the previous room. Not to mention the bird that flies out and also tries to shoot you. To get through these rooms (and there were about 30 if them!) you had to be able to watch the entire screen at once. As you make your way through this deadly castle, you have to pick up tresure chests and keys without which your quest is doomed.

BLUE MAX was a very popular game that didn't have super graphics and was kind of a ZAXXON type game. However, it was that playable type I was talking about above. You just knew if you played JUST one more time, you would get farther than you had before. As you covered the scrolling landscape looking for enemy planes or bombing ground targets, you had to watch to make periodic landings to refuel or make repairs. One unique thing about BLUE MAX was that it was real in the sense you only had one plane and if it got shot down or ran out of fuel, the game was over. No mysterious second or third planes that appear out of nowhere.

Last but not least, if you do any kind of spreadsheet or database work on your Atari, 99% of you already know about SYNCALC and SYNFILE. Simply put, SYNCALC blew away it's main competitor, VISICALC in every way. It was/is easier to use with pop-up menus and extra features like variable column width that VISICALC just did not have. And while I'm not personally crazy about SYNFILE (it seems to crash a lot of disks and the Reports functions is weak) it does share the feature of being very easy to use and learn. In fact, SYNFILE even includes a tutorial disk in addition to the extremely well written manual.

So with all these great things going for them, what happened to SYNAPSE? Well, it was an unfortunate set of circumstances that all seemed to happen at the same time in late 1984. First of all, SYNAPSE had an agreement with ATARI to develop the SYN-APPLICATIONS series for ATARI under the ATARI name for a good deal of money. Except that after SYNAPSE had done most of the work, ATARI got sold to Jack Tramiel and SYNAPSE got hung out to dry.

At the same time, the bottom was dropping out on the video games SYNAPSE excelled at. The market was glutted with titles and the SYNAPSE line did poorly at this time for a few reasons. Their artwork, on both product packaging and magazine advertisements was a garish cartoony type that was way too busy. By the term too busy, I mean, so much stuff is in the picture, you can't tell easily what the product is about. Next to the ELECTRONIC ARTS products, with their beautiful packaging, that were beginning to proliferate, the SYNAPSE line looked very cheap.

It didn't help that at this time, they released a few dogs. The heavily promoted DIMENSION X with its touted scrolling 3-D graphics was an obviously rushed product that did not even match the pictures on the back of the box. Not only that, but DIMENSION X was a total rip-off of the STAR RAIDERS gameplay. BLUE MAX 2001 was another bowzer that tried to capitalize on the first BLUE MAX. Unfortunately, it was totally unplayable and the graphics were very ugly to look

And then there was one of computer history's greatest lemons, the RELAX package. Consisting of a Bio-Feedback headband and accompanying software, this is an idea that could have only come from California! At a $100.00 price tag, not even many Californians bought this Edsel.

The end result of all these unfortunate circumstances happening at once, left SYNAPSE in a very shaky financial situation that ended when they were bought out by BRODERBUND. Now the SYNAPSE name lives on just SYNFILE and SYNCALC and on a few bargain basement closeout sales. Such a pity.

Only WE Can Do It

An Opinion by:
James E. (Ziggy)

I'm getting sick of everbody complaining that there is no new software for the Eight-Bit computers. Ever since I have joined the HNYAUG I have seen everbody complain about no new software, but nobody doing anything about it. At least ever other Pokey issue has somebody writing an artical about the lack of new software. HELL I'M SICK OF IT!!

For once we are going to do something about it. Instead of writing letters to various software developers FIRST. I have thought of a better plan that's gonna knock the socks off of every software developer in this country. If anything is going to be done about the lack of software for the Atari 8-BIT's, it's going to have to be a joint effort of all atari owners and clubs, bbs's and anything else that can be associated with the Atari 8-BIT's.

My Plan is simple. Everyone that owns a BBS is going to put up a Database article on the lack of software, IN A LETTER FORM. The people that use the BBS'S can use that as a letter that they can send to various software developers and especially ATARI. I figure that with all the different BBS's, their will be plenty of different letter formates. Also, since this is a very limited way to get letters to software developers, WE have to send letters to as many ATARI USER GROUPS as possible. Explain the plan to them and then hope that they follow suit. If the plan goes well, all the software developers will start getting thousands upon thousands of letters frowning upon thier lack of software that they have coming out for the 8-BIT's.

I hope that this article is enough to get people talking

about doing it. If enough people talk about it, maybe even at the next meeting, we might get a mailing list and some volunteers that will write some lettes to the various USER GROUPS. Also the Sysops and Co-sysops of BBS's will write letters on thier BBS'S so that the average Atari owner can just D/l the file and sign thier name on it before they send it out to ATARI and other software developers.

Wouldn't you love to play Bard'S Tale on an Atari 8-BIT? Instead of just wishing for it? Or how about some of those titles that Commador has? I think Commador 64 has a whole lot more games coming out for it than the 8-BIT's. In fact, we should emphasize protection on the software so that they won't complain about the massive pirating that goes on. Thier are techniques that can be done. I'm sure that if software developers can protect thier software now, I'm possitivly sure that protection can still be done. We would get better games. Games that have style, instead of being a rehash of an older type of the same game.

I only wish is that people start writing to the software delvelopers instead of just reading articles like mine. AND MAKE SURE YOU ALSO WRITE TO ATARI! EVEN IF YOU ONLY SEND ONE LETTER TO ONE OTHER SOFTWARE DEVELPER!

Another thing I wanted to express my opinion about is having a yearly Expo for atari computers. I figure that if we had an Expo every year, it would not be as hectic as the first one that we had this year. We could get the same people that we had last year, and tell them that we are going to have one every year. It would be a smite smaller in the sense that we might not have so many "extras" because we would have more software developers coming in. After a couple of years, more and more "extras" would come into play. Eventually surpassing what this years Expo was like.

We may even be able to entice software developers that this area is perfect for thier business. Telling them that this area is perfect for upbeat companies. After all, we are trying to get new, more technological companies to move into the Buffalo, NNY area. If we can get some interest involved, we could do what Toronto did. More than one city has gone "high tech" and became a nicer, more populated, and less polluted. I was reading in National Geographic this month and they have an article on Indianapolis, and how they became an "enriched" city after going "high tech".

The Electronic MAG, Issue #3
by Mat‡Rat and friends

Matty's Rap - CES a Final Look

Since CES, all I've been doing is studying press releases and working on the CES article for ANALOG. There is a LOT of information here to digest, many new things going on for the ST - but the XE realm, outside of Ataris own corridors, is very quiet. The review software I did get for the XE systems was typically two to 5 years old (yes 5, one NEW REVIEW copy of a program with a copyright of 1982 in it!). The only ROSE in a field of ragedy old dandylions was Award Ware from High Tech Expressions. It is very similar to Certificate Maker from Springboard Publishing (which is available for the ST Atari only, not the XE). Award Ware is actually more flexible in allowing you to cut and paste certain page layouts - something Certificate Maker doesn't. Award Ware supports a lot of printers, even the Epson LQ800 (Nec P6) 24 pin printer. The program even has its own integral printer driver construction utility. With the introduction of the XEGS (XE Game System) cartridge software will make a comeback for the XE systems. This is good fortune for us indeed. We will finally see some new software, and releases of Atari cartridge classics (Star Raiders, Missile Command, etc.). For relative newcommers to the Atari 8bit computers, these classics will be NEW to them - since they have been out of production for some time. Since cartridges, with Atari's new bank switch technology (which allows a cartridge to go all the way up to 256K bytes), are tough to pirate, maybe more 3rd parties will license their code to Atari to publish in ROM form. I'm hopeful that we will see Ballblazer (a FANTASTIC game, terribly underrated) and Rescue on Fractalus in cartridges by the end of '87. Battlezone is being developed for XEGAS too!

Atari was very excited over the fact that they sold 100,000 units, XE computers, to Poland. Insiders tell me that if Atari is so excited over such a relatively small sale (Osborne used to sell that many computers every month), then the 8bit product line must be in real trouble! If the XEGS doesn't take off and sell like hotcakes against the movin' machines, Nintendo and Sega home game systems, the XE line may disappear soon. Do yourself a favor and invest in the future of your 8bit computer, go out and buy a program today. Do you have any pirated programs? Reformat the disks. Do you have any pirated programs that you use frequently? If so, reformat the disks and purchase legit copies! Please! If the XE product line dies while you have pirated software in your library, you can tell yourself, "I helped do that." Me? If the 8bit Atari computers go away, so do I. I've got my eye on a nice little PC AT compatible. I don't want to defect, but it seems to be one of the few machines around that still has a future. Enough with the gloom and doom, the rest of this article is for the ST folks out there.

The "thing" to do with games these days seems to be simulate submarines. Why I don't know, but Microprose has

Silent Service out. Epyx has just sent me Sub Battle, which can simulate any U.S. Navy or German U-Boats during any year from 1939 through 1945. Then there is Gato, one of the earliest sub hunt games, a classic on many - newly ported to the ST. Now the race to the next generation is on. Microprose has been moving toward it for some time now, with F-15 Strike Eagle, for example. The next generation of gameware for the ST will be geared toward simulating modern warfare technology, nuclear submarines, advanced fighting aircraft and helicopters. There is a book out that you must read, Hunt for the Red October. This is a finely crafted tale by Tom Clancy, that weaves an intricate web of international struggles between the US and Soviet Union while one man and his submarine, the Red October, attempt to defect to the US. This book is so highly detailed and technically accurate, that the author was said to have been debriefed by the White House. This best seller was the FIRST work of Tom Clancy, the insurance salesman. Well, his next book is out now (hard cover), Red Storm Rising. It will be out in paper back form this August. It is another epic tale that will have you rivited to its pages so much that you may not turn on your computer for weeks .... nahhhh, but a while maybe. Microprose had a large poster of the Red Storm Rising book cover at its CES booth. Sid Meyer is working closely with Tom Clancy and the principal technical consultant for the book, Larry Bond, to make a computerized simulation of the entire book! Only in the game, you will get to move the pieces of the puzzle, control the outcome. Microprose isn't the only one getting into the "nuclear age" of simulations either. Trust me, there are many more goodies coming in the next year that will obscolete all these old stuffy World War II simulations. While submarines give you graphics and strategy, all the karate games give your wrist the workout that can cause tendons to ache. Epyx now has World Karate Championship out for the XE and ST systems. Game play is actually a little better in terms of joystick response on the XE, but graphics, sound, facial expressions, and details upon details are phenominal in the ST version of this program. Ninja Mission from Mastertronic is a very interesting rendition in this genre'. Not only do you punch, kick, and jump, but you also weild a sword, and throw knives and stars. You must fight your way through 15 rooms, recover 7 (red!?) jade idols, and escape with your skin. It isn't easy, if possible (I haven't made it past the 14th room yet) at all. The graphics are much less potent than that from Epyx, but game play is a bit faster overall (except for the horribly annoying 6-8 second delay every time you move from one room to another). Then there is Karate Kid II, based on the movie of the same name. In this game you can even attempt to catch flies with chopsticks! Me, I use a Rawlings! This is the one karate game I haven't play tested yet. With all the review work, staring at me across this cluttered desk, I don't have time to ramble on about more of the latest. One final point of interest however; Sam Tramiel told me (as well as Lee Pappas, D.F. Scott, and Art Leyenberger) that the "MEGA STs are on a boat right now, somewhere between here and Taiwan." Take it for what it's worth. (Last time a delivery was real late, we heard some baloney about a few boats getting tied up because of the military coup in the Phillipenes!?) Happy Hacking! Mat*Rat

Update: I've heard that Megas are now showing up in the and Canada, some with blitter, some without. Odd, but at least they're showing up. John Skruch of Atari was kind enough to send me a whole stack of game cartridges for an article I'm developing for ANALOG called "Cartridge Classics". Many of these games will be rereleased when the new XEGS comes out. From an evening of game play I've found that Donkey Kong Jr. is the ultimate arcader's challenge, and a VERY true reproduction of the arcade original. Tennis is a more sophisticated game than you might think (you need the docs on this). Against the computer, you will hardly ever win, but this is a GREAT two player game - and you won't get tennis elbow playing it! (only joystick wrist!) Jungle hunt is fascinating, much faster and more sophisticated than Pitfall. Other Atari cartridge classics of all time include Star Raiders, Pole Position, Moon Patrol, and Joust! When they hit the market again (at a list price of $20, probably $12-15 in stores or mail order), these are MUSTS for any good gamer's collection. Easy Draw from Migraph was a LOT of fun to review, once I overcame the "phobia" of learning a new user interface. It was very easy to learn, because it is so completely GEM oriented. I'll have a full review of it for the next issue of Electronic MAG.

Update: (Man am I busy this month!)C programming on the 8bit Atari, my first experiecne with Lightspeed C from Clearstar Technologies: I got my first successful compile of a C program on the 800XL today! Hooray. I tried to compile a simple printf("hello world n"); last night, and fell asleep waiting! The problem was not the compiler but the runtime library I was using. L, M, and S (Large Medium and Small) runtime libraries come with the system. I hooked in Large, which was apparently too big for the version of Sparta DOS I use (with the MIO, 3.2d). Today I switched to SRUNTIME.OBJ and got a good compile the first time. It took a little bit to get the link to work, getting all the files in all the right places. The compile and link each executed in just a couple of seconds. It turns off the screen during compile (shuts down ANTIC interrupts) for a 20% speed boost. I then had a TEST.COM, when executed printed HELLO WORLD on my 800XL's display, SUCCESS! The file was only 384 bytes long, not bad. Next, I hacked out the following program just off the top of my head: #include "D1:STDIO.H" main() int i; graphics(8+16); color(1); for (i=0; i<320; i+=2) plot(i,0);drawto(319-i,191); Anyone who has EVER programmed in Atari BASIC before knows what that program does! (I never once consulted the manual while writing this program.) It compiled and linked first time. This 381 byte long TEST.COM file is all machine code, not interpreted BASIC! And it works great! This looks like a SERIOUS C compiler for the 8bit

Ataris. I'm going to have FUN with it. So far Lightspeed C is everything it has promised to be. I highly recommend it. Many thanks to MADMODIFIER and MAURICEM for their contributions this month!

MADMODIFIER's Atari Status REPORT
NEWS FROM ATARI:

The Mega ST and the SX212 modem are at the last step before arriving. We have received pre-production samples. These are the first units off the line with all the same components, packaging, and production techniques as the real thing. We get a small number of these to test and make sure there are no last-minute glitches. When we give the go-ahead, the next step is real production. The Atari PC is looking likely for later this Summer. The XEP-80 (for the 8-bits) is waiting on one part which turned out to have an incredibly long lead time on orders -- once we have the part we'll turn these around ASAP. The SLM804 Laser Printer is waiting on one final component also, as well as the final version of the software drivers that support it. New software from Atari includes the first titles in the Arrakis Advantage series of middle-school-level educational programs. There will be 17 in total, of which 4 have hit the stores already and the rest are in various stages of finalization. Shortly after the SX212 modem hits, we will release an add-on package for 8-bit owners which is to contain an SIO cable and the program SX EXPRESS by Keith Ledbetter, as well as the new handler file. Of course, SX212 owners with the 8-bits can also use it through the 850 interface using existing terminal programs set up for Hayes-compatible modems. The blitter chip is working and is in the pre-production Mega ST's mentioned above. The AMY chip is still in development, and may still see the light of day -- some day. AMY is a stubborn beast. Speaking of stubborn, Microsoft Write is also still in development. Nearly finished now, too, although a few small bugs remain to be expunged. SHOW NEWS: Atari made history by becoming the first computer manufacturer to exhibit at NAMM, the National Association of Music Merchants show in Chicago. The ST was present throughout the show in virtually every booth where there were MIDI instruments. Atari sales people at the show were beseiged by music dealers eager to sign up as Atari dealers. By the time this 4-day event was over, there were literally hundreds of dealer applications waiting to be approved. Before NAMM, Atari had 50 music stores as dealers -- it looks like there will be 250 when the new dealers are selected. In other news from NAMM, Keyboard magazine announced the results of its latest reader survey. The Atari ST computer has rocketed into the #1 slot in the vital "Intent-to-buy" category ahead of perennial leader Macintosh! The word in Atari HQ is "Today MIDI -- tomorrow, Desktop Publishing!"

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Blake's Relevant Ramblings
GFA Vector

In case you haven't heard of it yet, GFA Vector is a new utility that allows you to create 3 dimensional vector graphics for use with GFA Basic. It contains a machine language module with all the routines for manipulating the vector objects, and an editor for the actual design of the shapes, along with a few other files that tie everything together in your final GFA Basic program.

The object editor has two modes for entering objects: by points/lines and graphically. By points/lines can be useful for simple objects such as cubes or pyramids, but more complex shapes will probably require that you use the graphic editor. The graphic editor shows you three views of the object that you are currently working with: front, top, and left. I found the graphic editor a little awkward to use at first, but after following the tutorial in the manual for a few minutes it became clear how the editor was working. From then on it was simple to get the results that I wanted. It is also possible to mix editing modes by creating an object with one editor and modify it with the other (ie. create an object by points, and edit it graphically), to remove and points lines that were accidentally placed, for example. Unfortunately there is no "undo" function for the graphic editor; you must go up to the "Points" or "Lines" menu and remove the last entry manually (Not to tough to do, but an "Undo" would have been nice!). The graphic editor is best used in high resolution, but medium resolution will suffice. The graphic editor will not run in low resolution, but shapes created with it, or by point entries, may be used in ANY resolution, low resolution included. Saving an object results in a 10K (roughly) data file that GFA Basic will load when your program is run. This data file may contain up to 32 objects, 1024 points, and 1024 lines.

The machine language subroutine supplied with GFA Vector adds the commands necessary to display/move the object. Commands are included to scale the object, rotate it, color it, etc. As is implied, the routines are in machine language and the movement is relatively fast and smooth. The initialization file (INITIAL.LST) for these routines must be merged into any GFA Basic program that will call the machine language subroutines. It is a short file, and won't add very much to the program length.

The manual that comes with GFA Vector explains the editor, program setup, and object manipulation commands (that are called from GFA Basic) well, but over 1/3 of the manual contains advertisements for other MichTron software packages. I would have rather them place a catalog of their software in the package, and devote ALL the manual's pages to a more detailed explanation of the object manipulation commands.

GFA Vector should not be thought of as *a complete program*, but rather an extension tool for GFA Basic. It will allow you to create 3 dimensional vector objects, and gives GFA Basic

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the capability to smoothly animate them. If thats what you're looking for, GFA Vector might be what you need.
Blake Arnold

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ICD MIO
256K $199.95 1 MEG $349.95
MIO and SpartaDOS 2.3/3.2 are copyright ICD, Inc.
By Thomas Warren

It's tough owning a computer system, there's always someone bringing out something trying to tempt you to part with your hard earned cash. The new Multi- Input/Output Interface (MIO) from ICD is no exception. Just what can you get for $199.95? Unless you have been living under a rock for the past few months, and haven't read the articles in both Antic and Analog magazines praising the MIO, you'd know that it comes with 256K or 1 MEG of internal, refreshed, RAM, a parallel printer port, RS-232 port, video port, and a SASI/SCSI hard drive interface. What the magazines don't go into detail about is how you can use the MIO. Other than the obvious use of the hard drive interface, what good is the internal memory? The 6502 can't access more than 64K, so programs won't take advantage of it. And, 1 MEG! Can you imagine loading it everytime you want to use it? I have trouble loading my 256K upgraded ramdisk on my 130XE. But, the MIO isn't like a normal ramdisk. It's more like a "soft" hard drive. The memory is constantly refreshed from the external power supply, so whatever you put into it stays there unless you have a power failure. So, you can load up the MIO with your terminal software, utilities, word processors, spreadsheet, or whatever, and call it up instantly. Just think, no scrounging for your word processsor. Why, the 1 MEG version could do away with diskettes!
All this sounds utopian, right? Well, there is another side. The MIO can't be accessed by any DOS except SpartaDOS 3.2. Oh,
A you can still use 2.0, 2.5, SmartDos, and TOP DOS 1.5+, as long as you keep your 1050 as drive 1. But SpartaDOS 2.3 won't work at all. And, if you configure the MIO to boot off itself, you'll lose access to the others. However, most programs work with SpartaDOS 3.2, so no problem.
Now, another practical use. Being a sysop, I was interested in the possibility of running the system strictly off an MIO and a ramdisk. It can be done on the 256K version, although the 1 MEG would be the better choice. Right now, I have all my message bases, passwords, system help files, and some of the downloads in the MIO. Unless a black out occurs, they will stay there. Even a system lockup won't disturb them (I know, I've had several). For you sysops, or would be, the best program for the MIO is Keith Ledbetter's Express 1030/850 (I run the 850), since you can copy system individually. Remember to do a KEY OFF command before running your bbs.
This is the best new product out. Now for 80 columns and 300/1200.

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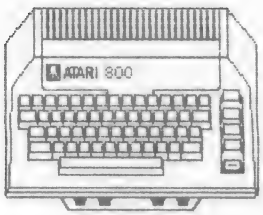

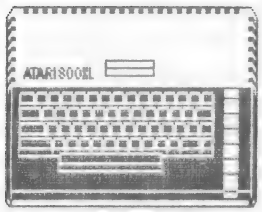

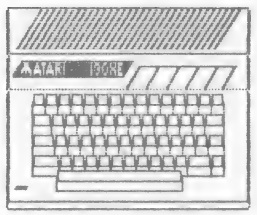

THE BACK PAGE

I hope everyone enjoyed this months issue of POKEY and remember, your comments are always welcome.

Editing of POKEY would not be possible without the fantastic help of Dave Arlington, Assistant Editor.

Special THANKS to my wife, Debbie, without whose love and support I could never devote this much time to POKEY.

Till next month,
Keith Schafer

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Meeting schedule
second half 1987

August 5th * Wed * 7 PM
September 5th * Saturday * 12 PM
October 7th * Wed * 7 PM
November 4th * Wed * 7 PM
December 5th * Saturday * 12 PM

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ACE-STL NEWSLINE

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ISSUE 8
AUGUST 1987

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Graphic Shop 8 bit
New Adventure by Darel Schartman

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THORNHILL LIBRARY.
MIDI MUSIC - AUGUST 11 KOPCHAKS
ST SIG - AUGUST 12 RANDALL'S
GFA BASIC - AUGUST 24 RANDALLS
TELCOM - AUGUST 19 SHOEMAKERS
XE SIG - AUGUST 20 - RANDALLS

Ratty's Rap

Mathew J.W. Ratcliff

Ratty's Rap - August 1987

I'm creating this month's report on a Toshiba T3100, a laptop PC AT with a 10 megabyte hard drive, plasma display, and 720K 3.5" floppy! This is the neatest toy in town! I'd love to see Atari package a version of the ST like this. If I had 4grand to spare, I think I'd purchase one of these Toshibas. Thanks to Lou Davis for the time on this super high tech toy!

I've just finished the product review on Easy Draw 2.06 for ST-Log. It is an excellent drawing program. It does not compare to Publishing Partner in the desktop publishing department, but then PubPard can't hold a candle to Easy Draw's drawing capabilities either.

In Easy Draw everything you create is an "object". Those objects can be circles or elipses, pies or arcs. Once an arc is created, it may be edited, allowing you to adjust starting and ending angles from 0 to 360 degrees. Lines, boxes, and rounded boxes complete the tools for drawing.

Whenever you click the right mouse button over your working window, the toolbox just POPS UP underneath your cursor. This is a slick technique that minimizes the movement of the mouse pointer for enabling options.

After your object is drawn, and you return to the edit mode, it remains selected. A selected object has a rectangle around it, with small squares on it to indicate where you can click and drag to resize it. While selected, you can change line type, thickness, fill patterns, and other features to see their effects on the object instantly.

Once you have created a few pieces of an object, they may all be selected by pointing and clicking on each while holding the SHIFT key on the ST. Then you can simply press ALT-plus to lock them into a group, giving you one large object. They can then be sized together, retaining the same relative size and position. All other attributes for the group can be adjusted at the same time as well. If you need to pull any object out for individual treatment, pressing Alt-minus will "explode" the group back into its smaller components. The group handling features of Easy Draw are its strongest, making it a simple process to create a complete technical drawing much faster than doing the equivalent with the traditional T-square and analog, manual transcription device (i.e. pencil).

Easy Draw uses GDOS for its fonts and output to printer (or file, or screen). After all the bad press I've heard about GDOS from other developers, I wasn't expecting much. But Easy Draw is one of the most bug free programs I've ever tested on the ST! The printer driver is much faster than Publishing Partner (by virtue of the fact that it doesn't spend any time computing point sizes, a font definition is loaded for every point size used - memory hungry, but effective). Because Easy Draw uses GDOS, it seems to be growing rapidly with new features, fonts, printer drivers, and more all the time. GDOS does not have the capabilities to do all the neat things with fonts that we have come to take for granted in Publishing Partner, however.

Easy Draw is a neat package. If you have been frustrated with attempting to create technical drawings with the limitations of a graphics art program such as Degas Elite or Neochrome (no measurement functions, pixels instead of objects, etc.), then you NEED Easy Draw. Its price has been cut in half over the last year, to $79.95. Stay tuned to the August ST-Log for more a more detailed review.

I've continued to study Lightspeed C for the 8bit, although I still have not

CONTINUED

Ratty's Rap continued

found time to do any compiling with it. It does fully support floating point, but not in the standard method defined by C. You define floating point numbers as 6 character strings: char f1'6', f2'6'; for example. To multiply these floating point numbers, for example, Lightspeed supplies the following function: fmult(f1, f2);
Now that the Easy Draw review is complete, I've got a little time for programming. By next month I should have a report for you on the compile, link, and running capabilities of the Lightspeed C package. I have a nifty little graphics mode 9 dump utility for ASCII printers. It dumps a 16 gray level picture using nothing but ascii characters. Currently it is running in BASIC XL. By the September meeting I hope to have a Lightspeed C version up and running.
Wouldn't you like to IMPORT Word Writer or First Word files into Publishing Partner, while retaining ALL the attributes for the text, such as bold and italics? Well, that is my next project on the ST for SoftLogik. This will be a new importer accessory, that will read a Word Writer file and convert it to a Publishing Partner compatible file, with all text attributes in tact. After its completion, I'll get to work on an ST Writer version as well. The hurrier I go the behinder I get! Due to the new ST-Log magazine, ANALOG publishing has gotten about one month behind schedule over the past year, without being able to get completely caught up. If your July issue is a little late, don't sweat it. It will be coming as the July/August issue. In other words ANALOG will be dropping an issue (they already have somewhere, but the cover date has never caught up), but you will still get ALL issues coming to you on your subscription (i.e. the July/August issue still counts as only ONE magazine).

I'm sure this will hurt ANALOG somewhat, due to the loss of one month's advertising, but it is a necessity. The publishing company that has printed ANALOG/ST-Log from day one can no longer handle the job which has compounded ANALOG's scheduling problems. The transition to a new printer is being made as they put together the double issue. Starting in September, ANALOG and ST-Log should be on schedule with the cover date, finally. Your patience is greatly appreciated!
July 17 Update: I've heard that Megas are now showing up in the US and Canada, some with blitter, some without. Odd, but at least they're showing up.
John Skruch of Atari was kind enough to send me a whole stack of game cartridges for an article I'm developing for ANALOG called "Cartridge Classics". Many of these games will be rereleased when the new XEGS comes out. From an evening of game play I've found that Donkey Kong Jr. is the ultimate arcader's challenge, and a VERY true reproduction of the arcade original. Tennis is a more sophisticated game than you might think (you need the docs on this). Against the computer, you will hardly ever win, but this is a GREAT two player game - and you won't get tennis elbow playing it! (only joystick wrist!) Jungle hunt is fascinating, much faster and more sophisticated than Pitfall. Other Atari cartridge classics of all time include Star Raiders, Pole Position, Moon Patrol, and Joust! When they hit the market again (at a list price of $20, probably $12-15 in stores or mail order), these are MUSTS for any good gamer's collection.
Mat*Rat

MIDI SIG NEWS

GREG KOPCHAK

The american MIDI Users Group has been organized to serve as a national clearinghouse of information about MIDI and the use of computers in the performance and production of music. Membership is open to anyone, from the professional to the hobbyist, who is interested in the use of computers and music.

AMUG operates an international network of computer bulletin boards called MIDINET. The DMUG BBS, the home BBS of the MIDINET Network, may be reached via modem 24 hours a day at 1-214-276-8902. Much of the information on the BBS is available free of charge. For more information on the group call the BBS number above or write to American MIDI Users Group, 7225, Fair Oaks Ste. 515, Dallas, Texas 75231. Cost of membership in the group starts at $20.00.
The ACE Saint Louis Club has a new music demo available in the club PD library. The disk is "It's a Small World", a collection of some of the best Disney pictures from the GEnie ST section. The pictures are displayed on the screen as the song "It's a Small World" plays. Output is set up for any 4 voice or more MIDI compatible synthesizer. Output is also sent to the internal sound chips of the ST so you don't need a synthesizer to run the show. This disk has become a favorite with my 2 year old daughter, Irene. If you have young children at home, I'm sure they will enjoy it.

We have a demo disk of the "Midisoft Studio" by the Midisoft Corporation available. The program is a real-time recorder for the ST. It can record up to 70,000 notes on a 1040. All 16 MIDI channels are supported on up to 32 active tracks of music. The Midisoft Studio will record all MIDI information: velocity, aftertouch, pitchbend, and program change; transmit and receive MIDI start, stop, and continue commands, and even MIDI song pointer commands. The demo is the entire program except that the save function is disabled and the program will only run for twenty minutes at a time.
For the 8-bit users we have a new disk of Music by Gary Gilbertson and Philip Price using their Advanced Music Processor. The disk includes some of their all time classics such as "Passionately" as well as some never released tunes including some out takes from the Alternate Reality game. The music Price and Gilberson did for "The Tail of Beta Lyra" set a standard for game music on the 800 machines. The disk also has an address you can reach the authors at. It will play on any 8-bit machine.

A new MIDI driver for the 8-bit Hybrid Arts MIDIMATE interface has been released to the public domain this month. We will have the driver, the driver installed in a version of TURBO-BASIC, and some demo programs using the driver available for the September meeting. I wrote a short program using the driver to use the Koala Pad as a MIDI instrument.

The Little Green Football Stadium

by Charles F. Johnson - West Coast Editor ST-Log/Analog Computing

#3 - July/August 1987

I just received my copy of GFA BASIC 2.0. The good news is that at least some of the bugs have been fixed, in both the interpreter and the compiler. (Regretfully, however, some bugs remain!) For those unfamiliar with GFA BASIC (have you been living in Tibet?), I've gotta say that it's one of the nicest language packages for the ST I've seen. The interpreted mode is (amazingly) nearly as fast as compiled, the text editor is very useable, and the language itself is almost unbelievably rich in commands --- over 200, in fact! Combine this with support for many of GEM's features (such as windows and alert boxes), and a compiler that creates .PRG files that run without GFA BASIC, and you have a fairly complete and undeniably user-friendly development system for the ST.

Unfortunately, the first release of GFA BASIC had some problems. Occasionally, after running GFA and exiting, other programs would mysteriously crash. Also, when you would open a window, you would often notice "sticky" mouse button clicks when you tried to operate the slider bars. The compiler also had some problems...programs that were compiled on a machine with 1 megabyte would not work on 512K STs, or if they did work, they would cause an address error (two bombs) upon exiting back to the desktop.

Well, the new version seems to have fixed most of these problems. I've been testing version 2.0 with lots of programs that previously would die miserable deaths...and whatever was happening to cause the mysterious crashes has been repaired. The compiler now works equally well in any memory environment, as well. In addition to the bug fixes, the new manual is a large improvement over the (terrible!) original. Overall, I'm very happy with version 2.0 of GFA BASIC....in fact, in some ways I find it preferable to C for program development.

BUT...(you knew there was a "but", didn't you?)...one of the most annoying GFA problems remains un-fixed in version 2.0. It's very easy to set up GEM drop down menus with GFA, but when you use menus on a color monitor, there is a distracting blank line between the bottom line of the menu titles and the start of the drop down menu. This peculiarity is non-fatal -- it doesn't actually cause any crashes. But it's unsightly, and I have to wonder why it wasn't fixed in the new release, especially since it's so darn OBVIOUS??? In some GFA-related news, Paul Chinn has recently posted on Delphi a GEM/AES library for GFA BASIC which lets you use all AES functions (event calls, dialog boxes, resource files, etc.). Much thanks to Paul for this tremendous aid in developing GEM-based programs with GFA BASIC. You can find this file in the ST Programs Database.

The monochrome version of Sublogic's Flight Simulator II has recently been released. I actually prefer the mono version to the color...the graphics seem sharper, and the menus are extremely crisp and readable. I couldn't detect any differences between the two versions, aside from this. (Yes, the monochrome version still lets you taxi right out onto the water of San Francisco Bay...oops!)

==========

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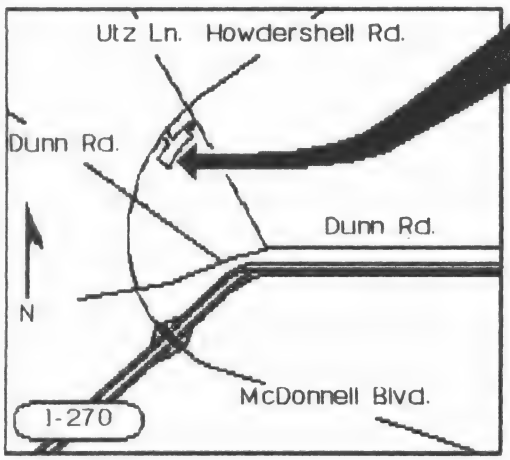
We now have PC-ditto for the ST! PC-ditto is a software program that allows you to run IBM software on your ST. With your club discount it is only $80.96. See it demonstrated at the August ACE meeting or stop by our store to try it out for yourself. (Bring your own IBM software if you like)

Atari XL/XE owners, during August, Atariwriter Plus is only $35 with your club discount and, Atari Planetarium is only $25.



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FirstCADD ST

GENERIC SOFTWARE, INC Redmond, Washington
Reviewed by Ron Robinson

Generic Software has offered a very successful and widely acclaimed line of IBM PC CADD software over the past several years. This software consists of FirstCADD PC, a low cost entry level product, and Generic CADD, a full blown expandable CADD package. Generic has recently ported the entry-level CADD package to the Atari ST.

CADD stands for Computer Aided Drafting and Design . A CADD program is easily confused with drawing or paint programs like Degas or Neochrome. CADD programs allow you to input a drawing in actual dimensions, within an accuracy you specify. Objects exist on the drawing in terms of their dimensional definitions. The accuracy of an object is not limited by the resolution of your screen, or the size of the object. For example, if you draw a circle, it is defined by the location of the circles center and its radius. The CADD program can draw the circle on any device and take full advantage of the full solution of the device.

Drawing programs work with those tiny dots of light you see on your screen known as pixels. The pixels are essentially the units of your drawing. Anything you draw is defined in pixels. CADD programs work with objects or entities rather than pixels. Objects may include: points, lines, circles, arcs, rectangles, polygons, ellipses, curves, etc.. These objects are defined in real world units such as meters or inches.

The distinction between drawing programs and CADD programs becomes most obvious when you draw something and enlarge it. If you enlarge the view of a circle in a drawing program, the pixels that describe circle get bigger, making the line that describes the circumference look wider. In a CAD program, the circle itself will get bigger but the pixels describing the circle circumference remain the same size no matter how much you enlarge the circle.

CADD programs allow you to keep different types of information separate in the same drawing using layers. This is much like over-laying sheets of transparent paper, and provides a means to draw one object on top of another but yet maintain the integrity of each object. This allows you to easily make changes affecting objects in a particular layer without touching the rest of the drawing.

FirstCADD ST is advertised to be an entry-level, full-featured, two-dimensional drafting and design package for the Atari ST. It works with monochrome and color monitors. Printer drivers in several graphics densities are provided for a large number of dot matrix and laser printers.

FirstCADD is not a GEM application. You do not have access to the desk-top or GEM drop-down menus. A menu is provided identical to the IBM PC version. You can customize the menu file using an ASCII text editor to modify the menu to suit your particular application. You can shut off the menu to gain drawing space on the screen.

The program asks you for a file name (be sure to specify full path names here) and checks to see if the file exists. If the file is found, it is loaded and displayed on the screen. If it isn't found, the program asks you if this is a new file, and you are ready to start drawing.

Commands may be selected from the menu on the right side of the screen, or entered from the keyboard as two key commands. The configuration program allows you to program the function keys to frequently used commands. The left mouse button activates the pen, and the right button is used to select menu items. The upper left corner of the screen displays the absolute coordinates of the cursor or the cursor coordinates relative to the last point placed on the drawing. A status and prompt area across the bottom of the screen advises you of the program status. The cursor position on the screen is marked by a set of cross-hairs and controlled by the mouse.

The first thing you want to do is set up the drawing controls. The controls allow you to work in either English or metric units. The colors of all items, including lines, text and menus may be changed. Drawing size, tolerance, grid size, and visible layers may also be set. Many of these options can be automatically set by using the configuration program.

Drawings are formed using the simple objects provided on the drawing menu. Objects include: points, lines, rectangles, two and three point circles, polygons, three and four point arcs, ellipses, and complex (B-spline) curves. Points can be "snapped" to grid intersections or to the nearest point. Rubber banding causes a line to stretch across the screen once you place a point until you place the second point.

Objects can be edited once placed on the drawing by individual object, or from within windows. Objects can be moved, copied, erased or broken once placed on the drawing. When

FirstCAD ST - Continued

moving objects you are asked if you want straight line stretch. This allows you to make portions of objects larger or smaller and maintain interconnecting lines. Colors, line type and layers of objects can also be changed. Utilities are provided to measure the length, angle or area of objects on the drawing.

Display of the drawing is controlled by the zoom commands. You can zoom to where the drawing fills the screen, zoom to drawing limits, or zoom to a value where you manually set the screen ratio. Zoom up moves the viewing window closer to the drawing and zoom back is like getting further away from the drawing. The drawing can be "panned", which moves the viewing window over the drawing. Functions to redraw the screen, or reset the screen to the previous values are provided. A zoom window command lets you pick an area of the drawing to be displayed, and enlarges it to fill the screen.

FirstCADD has a great deal of text flexibility. You can create your own fonts. Text size, color and rotation can be specified. Text fonts may also be defined to be non-text symbols if desired.

One of the more powerful features of the program is the component function. Components are reusable symbols that can be placed on a menu, picked and placed on the drawing, and saved or recalled from a disk file. They consist of a group of lines that represent a single object. Components may be scaled, rotated or stretched prior to placement. Components are created by placing a window around an object, giving it a name and a reference point. Components are great for anything else that uses standardized symbols, such as architectural symbols or electronic components.

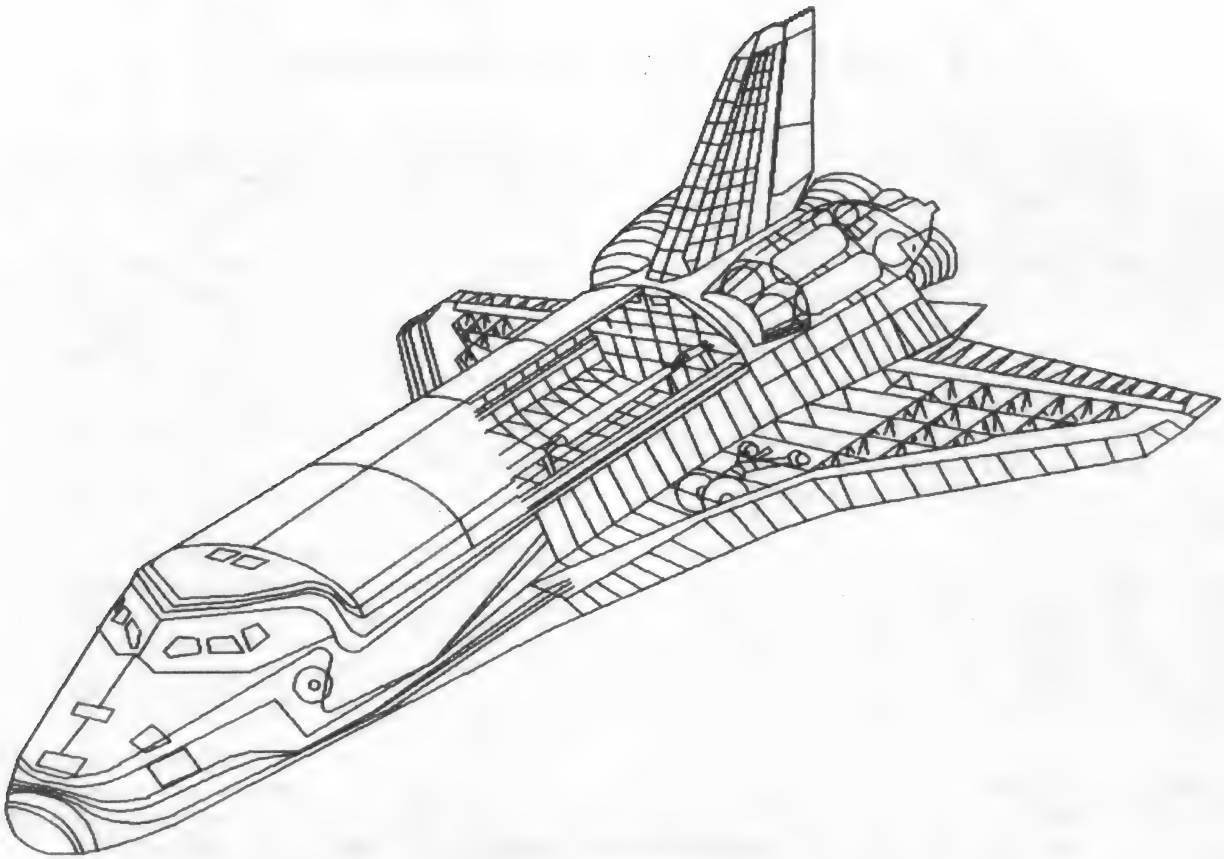
The plot command sends the current drawing to the printer. The program will figure how much to enlarge or shrink the drawing to fit on the sheet of paper, or you can select a print scale. The drawing can be rotated 90 degrees if desired. You can preview the drawing on the screen before printing. The configuration program allows you to select the resolution of your printout. The print resolution selection must be performed before starting FirstCADD. Be prepared for a long wait when printing a drawing.

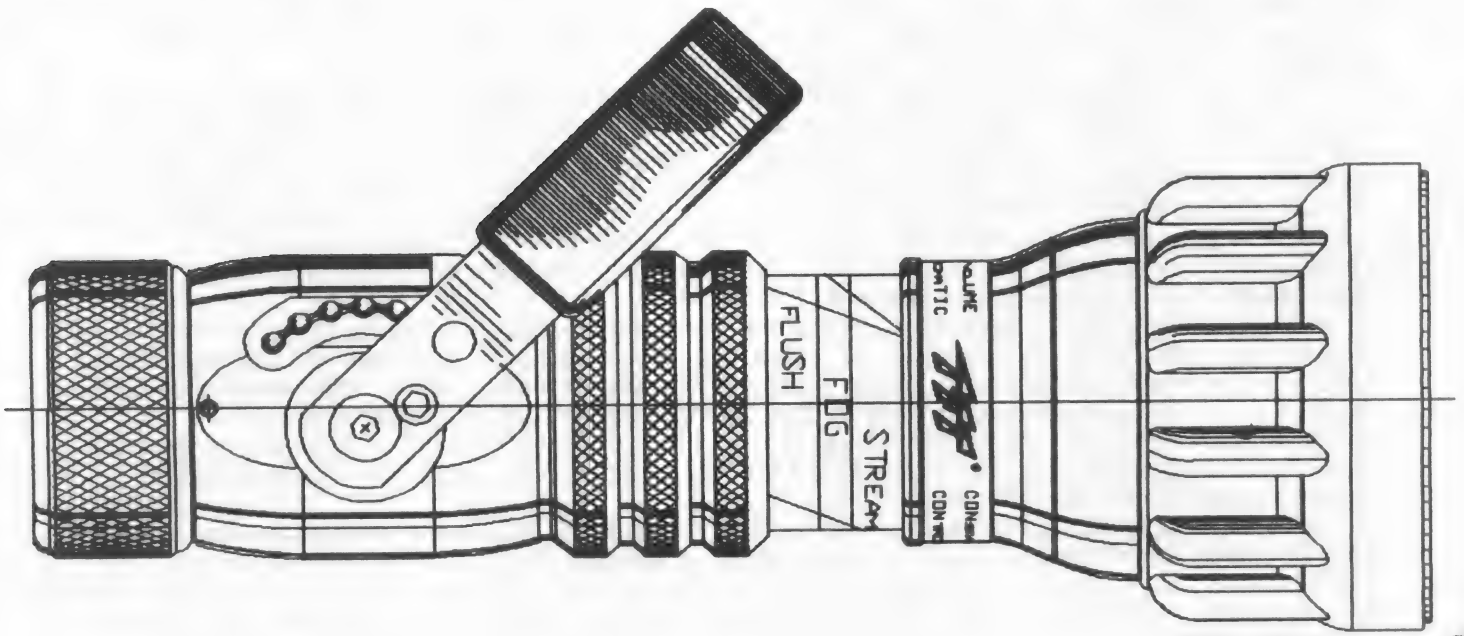
Drawings can be saved to disk as a compacted drawing file or as a text file where all objects are shown, along with the coordinates of their points. A file conversion utility is provided to allow exchanging files between the Atari ST and the IBM PC version of FirstCADD and Generic CADD. There is no provision for printing a drawing directly to a disk file. A utility to convert drawings to Degas format for use in programs such as Publishing Partner would be a nice addition.

The documentation provided with FirstCADD is very good. The 80 page paperback book contains a table of contents and index making it very easy to find commands. The command descriptions are generally clear and easy to read. Appendices are provided for a Command Summary, Configuration, Fonts, and ST to PC File Conversion. A few references to the Page Up and Page Down keys, which exist on the IBM PC but not the Atari ST, remind you of the parentage of the documentation. The programs performance is roughly the same as an IBM PC with the 8087 math co-processor. The cursor control on the ST is faster than the PC but screen updates seem a little slower.

Generic provides a user support phone line (usually busy but you can get through) and publishes a newsletter for registered users. Version 1.01 had a number of bugs that have been mostly resolved in version 1.02. There is a primitive attempt to provide access to GEM using a file locate command and GEM file selector boxes. This program could be significantly enhanced from the ST users point of view using the full GEM interface. On the other hand, it is very easy to move between the IBM PC and the ST since the user interfaces are very much alike.

FirstCADD ST is a great value for the $50 retail price. I would highly recommend it to any one needing a simple CADD program that can keep track of dimensional units. FirstCADD ST is most of all a great educational program for anyone who just wants to learn about CADD. A monochrome monitor, 1 meg of memory and at least 750k of disk space are recommended by the author for non-casual use of this program. Hopefully Generic Software will find a large enough market to justify developing the full GenericCADD version for the ST.

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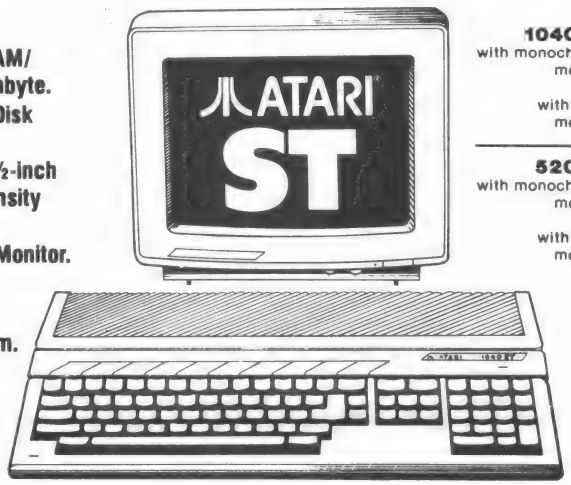

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ATARI STATUS REPORT

MADMODIFIER's Atari Status REPORT - July 1987
NEWS FROM ATARI:
The Mega ST and the SX212 modem are at the last step before arriving. We have received pre-production samples. These are the first units off the line with all the same components, packaging, and production techniques as the real thing. We get a small number of these to test and make sure there are no last-minute glitches. When we give the go- ahead, the next step is real production.

The Atari PC is looking likely for later this Summer. The XEP-80 (for the 8-bits) is waiting on one part which turned out to have an incredibly long lead time on orders -- once we have the part we'll turn these around ASAP. The SLM804 Laser Printer is waiting on one final component also, as well as the final version of the software drivers that support it.

New software from Atari includes the first titles in the Arrakis Advantage series of middle school level educational programs. There will be 17 in total, of which 4 have hit the stores already and the rest are in various stages of finalization.

Shortly after the SX212 modem hits, we will release an add-on package for 8-bit owners which is to contain an SIO cable and the program SX EXPRESS by Keith Ledbetter, as well as the new handler file. Of course, SX212 owners with the 8-bits can also use it through the 850 interface using existing terminal programs set up for Hayes-compatible modems.

The blitter chip is working and is in the pre-production Mega ST's mentioned above. The AMY chip is still in development, and may still see the light of day -- some day. AMY is a stubborn beast.

Speaking of stubborn, Microsoft Write is also still in development. Nearly finished now, too, although a few small bugs remain to be expunged.

SHOW NEWS: Atari made history by becoming the first computer manufacturer to exhibit at NAMM, the National Association of Music Merchants show in Chicago. The ST was present throughout the show in virtually every booth where there were MIDI instruments. Atari sales people at the show were beseiged by music dealers eager to sign up as Atari dealers. By the time this 4-day event was over, there were literally hundreds of dealer applications waiting to be approved. Before NAMM, Atari had 50 music stores as dealers -- it looks like there will be 250 when the new dealers are selected.

In other news from NAMM, Keyboard magazine announced the results of its latest reader survey. The Atari ST computer has rocketed into the #1 slot in the vital "Intent-to-buy" category ahead of perennial leader Macintosh! The word in Atari HQ is "Today MIDI -- tomorrow, Desktop Publishing!" (C) Copyright 1987 by Atari Corporation, all rights reserved. For the exclusive use of GEnie members and Atari user groups. May be reprinted only with this notice intact.

CLOSE ENCOUNTER WITH THE MEGA ST4

BY Maurice Molyneaux

We've ALL been waiting what seems like forever for Atari to finally get its MEGA ST computers out the door. They were announced in January (seems like longer back, though), and only now does absolute proof of their existance appear to mine eyes in the form on an actual unit! Not only did I get to see one (Mega ST4) in the "flesh", but I got to sit down and play with it for quite a while. In fact, I ran something like 10 programs on it. My thanks to Neil Harris of Atari and Rod Coleman at Cimmaron Computers in Reno, Nevada, for the opportunity to play with this long sought machine. (Now, DON'T go calling Cimmaron and expect to order one, because as of this date -July 12- they don't have them yet. The one I saw was there for a special event and went back to Atari HQ several hours later.)

THE SYSTEM UNIT

This hasn't changed since the photos we've all seen. The main unit is a box, about 13 x 13 inches square and about 3 inches tall, with a double-sided 3.5 inch floppy drive in the front of the machine to the right. Interestingly, all systems lights on the unit I saw were GREEN. No red LEDs. The right side of the unit is blank, though the left side has an opening which reveals the connector for the keyboard cable just forward of the cartridge slot. Around the back of the unit are all the usual ports, and one interesting hatch, arranged as follows ("R" is the RESET button):

BACK VIEW

```
-------------------------------------------------------
| ON/OFF   POWER   PROCESSOR BUS ACCESS   ATARI |   |R
|  |  MODEM  PRINTER  MIDI  MIDI  MONITOR  FLOPPY  DMA |
-------------------------------------------------------
```

The interesting hatch is, as we've all been hoping for, an open line to a connector which gives access to the FULL 68000 bus, thus permitting simple memory expansion, and even the possibility for carrying the bus OUTSIDE the ST to where things like card slot equipped expansion boxes, multifunction peripheral boards, etc., can be added. Next to it, where I typed ATARI, is a small nameplate, which one magazine claimed was where a second DMA port could be added. I do not know if this is true. Finally, the Mega has a very quiet internal fan and a built-in battery backed up clock. I'd forgotten about the clock, but when one of my disks auto-ran a program to read the clock, I was suprised to see that it worked!

THE KEYBOARD

This is nearly the size of a 520ST, though slimmer and MUCH lighter. The keyboard is connected to the system unit by a cable which connects in a notch under the back left corner of the keyboard, which is where port 1 (joystick) is also located. The mouse port (0) is in a nitch under the center of the back of the keyboard. There is a narrow "channel for the mouse cord to follow, leading out the right side of the keyboard. If you are left handed, you simply ignore the channel, feed the cable out the back of the nitch, and it will easily go around the left side of the unit. These ports are much easier to get at than those on the 1040ST! The keyboard also has two flip out panels on its bottom, which are used to tilt the keyboard towards you. When closed, the keyboard lays quite flat. As to the keys themselves, they don't look any different, but they definitely ARE much tighter. It's not nearly so easy to trigger a key by brushing it. Even the function keys don't feel "mushy".

THE NEW TOS/GEM

Perhaps "improved" is a better word. The Desktop looks just like always. Same old stupid icons. The menus are the same, with the exception of the Options menu. where at the very bottom is an option called "Blitter"! If a check mark appears next to it, the blitter chip is ON, if not, it's inactive (more on this later). The Print Screen and Save Desktop functions now present Alert Boxes confirming if you wish to proceed or cancel. You can't set a drive for svaing the Decktop to, but at least this will prevent you from accidentally overwriting your current DESKTOP.INF file (which I seem to do about half the time I aim for "Set Preferences"). The first thing I tried was typing an underline in

CONTINUED

CLOSE ENCOUNTERS - Continued

the time/date area of the Control Panel, and, much to my relief, I WASN'T greeted by the three bombs which usually accompany this action with the old TOS. In fact, my best efforts prooved insufficient to crash this machine. No file or I/O error I created caused a bomb. Hopefully this is a good sign. Neil Harris stated that the text handling routines had been overhauled, and even sans blitter, the text in windows seemed a bit quicker scrolling. Further, holding down the left mouse button which clicking on a window's scroll arrows or the gray areas of a scroll bar will result in a auto-repeat scroll. No more multiple clicks to scroll through a window. 1st Word benefitted from this, and when the blitter was engaged, seemed faster at going from end to end in a large file.

THE BLITTER!!!

I have been DYING to try this out for ages! Anyway, it's present in the Mega, and, by golly, it DOES work! On the Desktop, it seems to speed up window fills and screen redraws, though it's hard to tell. The "pop" of appearing and disappearing windows is the same, though I imagine that's because the routines are timed to one of the system clocks. Many users have voiced worries that the blitter would cause some of their programs to go crazy with speed. I found this shouldn't be much of a problem. I tested Starglider, Star Raiders, Crystal Castles and Battlezone, and all ran as always. Apparently, they too monitor system clocks, and are unaffected by the blitter. Maybe you're disappointed by not getting to play Star Raiders at Warp 45, but it keeps the games playable. However, the best example of the blitter at work was when the good old NEO-Bird demo was run. If you have it, run it, and notice how fast the cockatoo goes. Now, imagine him going between 4 and 5 times that speed and you can imagine what the blitter can do. Why, that chip could potentially make even the Aegis Animator ST's jerky cel animation halfway presentable!!! Shiney Bubbles and FujiBoink! showed no difference in speed. The system default is for the blitter to be "on", although Neil Harris told me that if a DESKTOP.INF file were present on my boot disk, the blitter would be disengaged. I imagine that Save Desktop now saves the status opf the blitter as well, which could be indicated with a single bit for on or off.

A FEW FAILURES

While Charles F. Johnson's "Font-Trix" worked, an early version of another accessory of his (coming to ST-Log soon!) didn't. The machine got as far as drawing the menu bar and seized up. No idea why. Also, Beta versions of Broderbund's Art Director and Film Director wouldn't run. The error I got was something like "Not enough memory to run this application. Use TOS in ROM or remove all Desk Accessories before retrying." This on a 4-megabyte ST! I have a feeling this has something to do with memory addressing, and the error is generated when a free RAM check reveals a number out of the speicifed range. In this case, it could be that the some 3,850,000 bytes of free RAM was so big that the programs didn't realize what it really meant!

Programs I tried that DID work, apparently without a hitch, were: CAD-3D 2.0, Star Glider, Crystal Castles, Star Raiders, DEGAS Elite, 1st Word, NEO-Chrome, Battlezone, SLIDE.NEO (NEO-Bird), Shiney Bubbles, Fuji-Boink and Flash.

UNTIL NEXT TIME...

Neil Harris said the plan is to ship the Mega ST2 and 4 units in bulk in August. The Mega ST1 has been shelved, sparing the 1040ST from an early grave. As to blitter and TOS upgrades for the current ST models, I have no inside knowledge. Hopefully, another "close encounter" will be soon following, and when it does, all of you will be the first to know. Now, if you'll excuse me, it's late, and I'm going to bed... visions of blitter chips dancing in my head...

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CONNECT ?
NEWS AND NOTES
by Steve Freshley

We've both gained and lost a BBS this month.

Bungalow BBS started just after press time for the last newsline, and has been going strong for about a month now. Jim McCulloch, the sysop is running Bungalow on the Express program. Give him a call at **351-2837**. He's running the board on floppies right now, but planning on going to the ICD MIO board in the near future. Bill Willis has taken down the **Chef's Kitchen**, and has no immediate plans for putting the board back up.

Hard drive mania and the MIO board have both been in the news this month, too. **Bob's Binary Shop** has brought a thirty meg hard drive online this past month, but the 86 meg hard drive **Frog BBS** had planned on got zapped by lightning during the recent thunderstorms. **The Pub BBS** is now running on a one meg MIO, the third local BBS to be using it. **Express BBS** has a Star Trek trivia game online, and expects to expand with more questions for the trekkies as well as several other games by the end of the year.

Spotlight: GATEWAY CITY BBS

Sysop: Terry Shoemaker Age: 34
Co-sysops: Jim Bucholtz and Mat Ratcliff

Gateway BBS is the second oldest active BBS in the area. Brought up by Jim Bucholtz slightly after A.U.R.A. in 1981, Terry took over in November, 1986, after Jim developed a severe case of sysop burnout. With features like 12 message bases and a large download area of both 8-bit and ST public domain files, **Gateway** will soon need to expand to a 20 meg hard drive from its current 10mb. Besides these features(11 of the message bases are accessible to all users), Gateway has recently received the permission of **Ron Kovacs**, one of the authors of **Z-mag**, to carry Z-mag on the board. For those of you that don't know, Z-mag is a weekly online newsletter carried by most of the pay services, containing the latest Atari news.

While not sitting in front of his monitor, Terry is a police officer, the administrative assistant to the Commander of St. Louis' 3rd District. Of course, he does manage to get a minute or two in with his wife, Marie, and their son, John. Although not a computer fanatic like Terry(she bought him his first Atari for Christmas in 1979), Marie joined the computer world with her two computerized sewing machines. Johnny, soon to be 2, loves to listen to digitized music, but is a bit too young to run dad off the computer yet.

You can reach **Gateway at (314) 647-3290**. The 11 message bases are bound to have a subject that interests you, as they cover everything from general chatter to sports to the latest Atari and ACE Club information. Give them a call, and post a message.

SUMMER READING

BY Charles Robinson

Tired of staring at the boob tube every night? Are all those computer games beginning to look alike? Maybe it's time to curl up with a good book (you remember those batteryless, non-volatile storage devices, don't you?). Here's a list of books that I've enjoyed lately -- give them a try and give that joystick wrist a rest! (If you can't quit the computer cold turkey, just think of these as non-interactive INFOCOM games!)

MODERN WARFARE:

Tom Clancy (Naval Institute Press, 1984) 'The Hunt for Red October' - A Russian nuclear missle sub is trying to defect. Can we find it before the Soviets? Very up-to-date on the latest in sub warfare and hardware. An exciting thriller! (330 p.) (also in paperback)

'Red Storm Rising' (Putnam, 1986) - After losing 50% of their refinery capacity, Russia decides to take the Middle East, after defeating NATO. The defeat of Europe hinges on gaining control of the Atlantic to cut off U.S. re-supply of NATO. Even more thrilling than HFRO! As up-to-date as the USS Stark! (736 p.) (also in paperback)

SCIENCE:

Kenneth J. Hsu (Harcourt Press, 1986) 'The Great Dying' - presents the evidence that a large meteorite caused the end of the dinosaurs. Gives a history of paleontology from its founding. Demonstrates how discoveries in other fields of science led to advances in this field. Explains hov 65 million year old minor shifts in temperature, changes in CO2 levels, etc are deduced. (286 p.)

Richard Rhodes (Simon and Schuster, 1986) 'The Making Of The Atomic Bomb' - The DEFINITIVE history of nuclear physics and the development of the bomb. Traces the experiments into the structure of the atom starting with Rutherford through Fermi, Oppenheimer and the bombing of Japan. Also looks at the political aspects of WW II and the need for developing the bomb. A truly fascinating, highly detailed book! If you have any interest in science, read this book! If you neve read another book, read this one! HIGHLY RECOMMENDED! DON'T MISS IT! (788 p.)

Richard L. Miller (Free Press, 1986) 'Under The Clouds' - The story of US above ground nuclear testing and the resulting fallout. Covers the exposure of a quarter million soldiers to nearby nuclear blasts, the deaths of civilians and farm animals from concentrations of fallout, the increases in cancer, and the suppression by the military and the Atomic Energy Commission of th harmful effects of fallout. (547 p.)

Related VIDEO: 'The Atomic Cafe' - Documentary of 1950's Civil Defense and public service films teaching 'duck and cover' nuclear 'safety', atomic tests, and military training exercises. Clips are presented as is, without comment; very interesting!

UFOs:

Whitley Strieber (Beech Tree Books, 1986) 'Communion' - Strieber claims that he has been abducted from his cabin in northern New York and that these abductions have been happening to him since early childhood. Interviews with other abductees in New York City.

Budd Hopkins (Random House, 1987) 'INTRUDERS: The Incredible Visitations at Copley Woods' - Interviews with an abductee with physical evidence of a backyard landing. Finds that mother, sister, son, neighbors, girlfriend have also been abducted over the years. Suggests that UFOs are conducting genetic experiments and people are being 'bred', with the offspring removed the wom of abductees on subsequent abductions. This is a followup book on UFO abductions to the author's book, MISSING TIME.

Gary Kinder (Atlantic Monthly Press, 1987) 'Light Years' - Interviews with a Swedish man who has been photographing and filming UFOs for years in the woods near his home. Photo experts have not been able to discredit these pictures. (265 p.)

OTHER READING:

H.F. Saint (Atheneum, 1987) 'Memoirs of an Invisible Man' - An investment broker is made invisible in an industrial accident and decides to elude the government to keep from becoming a 'laboratory animal'. Invisibility turns out to be cloaked in many problems! A fun book! (Soon to be a Chevy Chase movie!)

Whitley Strieber and Jim Kunetka (Holt, Rinehart, Winston, 1984) 'WarDay' - Four years after a 36-minute war with Russia, two writers set off around the country to record the condition of the U.S. and how it is reviving. A too-real scenario that gives you an understanding of how fragile our society is, and how devastating even a 'little' nuclear war would be. Kinda scary. (374 p.)

'Nature's End' (Warner Books, 1986) - This time, it's pollution that's about to end life on Earth in the 2030's. The equatorial forests are gone, the temperature's rising, weather patterns have changed, the Midwest is a desert, New York a chemical dump; only a mass-suicide of 1/3 of the Earth's population can save mankind - or is it too late? Again, another VERY thought-provoking look at man's follies and where it's leading us. Also rather scary. (418 p.) (also in paperback).

A Satisfied Customer

As a relatively long-time member of Ace St. Louis (I joined Aura originally) and a slow starter who has, like everyone learning to use the computer whether as a programmer or program user, suffered severe bouts of late-late night frustration, when, if I knew someone who could help me (and was willing to), I would have gone to bed and called them the next day. Not knowing such a person caused many a sleepless night and often unfinished projects. I don't yet have access to a modem (watch out, by the time you read this I probably will - it's on order!) so that method of gleaning information was out.

I didn't have good experience with some of the Atari shops around this area either - that is when I bought a program from them their people couldn't answer questions or help out effectively at all. Then I bought programs by mail order, Best or Target. Since Randall's Home Computers opened (by two of the most responsive, helpful and knowledgeable people I had met before they opened their own shop) I have bought programs from them, paying slightly more - but expecting real help when problems came up. They have proven their worth, saving me a lot of money and giving a new freedom of computer use I had begun to think I would never have.

Simple things, like making the printer driver on ATARIWRITER PLUS function, using all my printer's (admittedly limited) capabilities, or explaining that if I interupt a printer dump, I need to turn the printer off and on before doing any more printing. Then of course there was the big flap because ATARIWRITER was showing less memory than I knew my computer to contain. One side says "800XL,XE" version and I didn't notice that the other side was 130XE (I have a Rambo'ed 800XL) - I needed to use the 130XE (turn the disk over you dolt!). Since I was doing a legal document with the program all this help was crucial to doing it correctly and getting it done on time. They also didn't make me feel like a dummy about it.

No, I don't buy <u>everything</u> from Jeff and Tim, but whenever possible - and they have been helpful with the things I haven't purchased there too. Now they have offered a place to hold the new 8 Bit SIG (We'll think of a name later), when they already host the GFA SIG. But I believe their help will be crucial to the success of the SIG - especially the invaluable information they have about "little" things that keep people from using their computers effectively.

Others in the club have offered invaluable help in the little matters, during the years - especially Terry Shoemaker, Charles Robinson, Joan Ryan, Bill Bicker and Rose Bower. Now I hope the 8 Bit SIG will pull together those with willingness to exchange information, to assist each other, because we've each inadvertently become (unbeknownst to us) experts in certain things which will help some other poor sod. There is no substitute for a group of people willing to help each other and needing help. I have found computer people unusually willing to assist each other in the past and am looking forward to more of the same.

Sandra Ankroh

Certificate Maker

by

Springboard Software

Your next door neighbor comes by, he coachs the little league team, he says "I need some kind of awards for the kids on the team, do some of your computer stuff and lets come up with something special". Well a grin crosses my face, "I have just the thing". Enter CERTIFICATE MAKER by Springboard Software. Certificate maker (CM) contains 220 different certificates, awards, licenses and humorous awards. The Certificate catalog is broken into eight different types. Unique awards such as Couch Potato Award, Worst Joke award, Best kisser award and many other leaning towards the humorous side (Inclucing my favorite, beer connoisseurs award). Office Certificates including Best Boss award, best Secretary award and others. Academic Awards including Reading Award, Writing Award and several styles of diplomas. Sports awards including tennis, hockey, football and baseball awards. The remaining catagorys are Childrens certificates, religious certificates and General awards. Needless to say there is an award for everyone. Springboard has already brought out a second certificate library (which I have not seen yet).

Well lets make a certificate, you chose the certificate by number and then you start to customize it to your tastes. You chose the style lettering, the border on the certificate, you can customize the name and a small amount of text. The program is really flexible and allows some latitude in creating certificates. CM is very user freindly. The program comes with plenty of different printer drivers and just about anything you can come up with, it can print to. Well so far I haven't said much. But, the fun part comes when you print it out. The output is SPECTACULAR. The border look like they belong on a stock certificate, the lettering is fantastic and the finished product is a very professional looking document. If you are an awards oriented person, this program is a must. Then again if you just have a devious mind, like I do, this opens a lot of funny doors for you. I would stop by your favorite Computer store and ask for a demonstration of this program. I know Randall's Home computers stocks it and will show it to you. Requirements for the program are a 520St with single sided drive. Excellent program, impressive and creative. BUY it and support Springboard and hopefully they will port more of their excellent software over tothe Atari ST line of computers.

Jim * gateway

NEW 8 BIT DISKS FOR AUGUST

WADE MATHEWS

ACE 40 - GRAPHICS AND SOUND DEMO'S

This is one of the Denver club disks put together by a club in Germany. It contains some new demo's we have not seen before. If you are interested in demo's of what the eight bit computers can do or you are looking for some new routines to put into your programs, this is a good disk to add to your library. Some of the information is written in German, but will not effect the use of the disk. It is easy to understand what each demo is doing without translating the text.

Side B of this disk is an interesting phone book utility. With this program and a modem you can create telephone lists, break your numbers into differesnt lists and load the list you need, find a number and have the computer dial it for you. You need only pick up the phone once the number is dialed. A very useful utility program for someone like me who cannot remember phone numbers.

ACE 41 - DUNGEONS AND DRAGONS

This is a character creation disk, a must for any D & D player. The disk allows you to create all sorts of D & D characters, players and non players, adjusting their strengths, intelligence and much more. I cannot give a just review due to my lack of interest in this type of program, but it appears to be very detailed taking up both sides of the disk. If there is someone willing to do a review of this disk let us know and we will make arrangements.

ACE 42 PUBLIC DOMAIN GAMES DISK

This disk, also courtesy of the Denver group contains quite a few public domain board games on the front side. I found the Keno game to be the most interesting. It gives you the feeling of playing the Lottery without the expense. You will also find Dice, Solitaire, roulette and others.

Side B contains a Football game. This is a two player text style basic game played with joysticks. It involves some thinking and stradegy. More for the older crowd that does not need the graphics to keep their attention and who sant a game with a challenge to out think the other player.

Music Disk

Greg Kopchak has put together another music disk which may be available at the August meeting if I can get together with him before then, otherwise, you can look forward to it at the next meeting.

CHICAGO ATARIFEST CANCELLED

BY Gerry Feld

THIS IS A NOTICE THAT THE ATARIFEST, ORIGINALLY SCHEDULED FOR CHICAGO ON THE 25TH AND 26TH OF JULY, 1987, HAS BEEN OFFICIALLY CANCELLED.

There were several reasons for doing this, but FIRST and FOREMOST, let me dispell three major rumors that have been spread about the 'Fest in Chicago.

FIRST: The 'Fest in Chicago did NOT at ANY time have any problems with the unions. This is a rumor spread out of Michigan through a misunderstanding on their part, and has not at any time been true.

SECOND: Last Spring, a Wisconsin group started rumors that the Chicago 'Fest was cancelled - at THAT time. WRONG! It may be now, but not previously.

THIRD AND FOREMOST: ATARI DID NOT PULL THE PLUG ON THE CHICAGO FEST. The decision to pull the plug was made by the two Chicago area groups that did all of their work - Lake County Atari Computer Enthusiasts (LCACE), and the ChicagoLand Atari User's Group (CLAUG). It is my understanding from Neil Harris, that at least one downstate Illinois group has been spreading the 'Word' (read RUMOR) that Atari Corp. pulled the plug. Not true. Atari DID advise us that if the fest looked real shaky that it might be best to drop the show and reschedule, but it was our decision. This we chose to do.

WHY THE 'FEST FAILED - There are several reasons why the 'fest failed. We had planned the show to be held in a local Ramada Inn. Now, I don't know how much of a guarantee other groups in hotels had to give, but the best deal we could come up with was a 100 room per night guarantee plus a substantial fee for the 12700 sq. ft. hall. This IS high compared to other cities, but very reasonable around here. We went with this for several reasons. There were NO unions to consider. The Hotel was within a couple blocks of O'hare airport, and within a mile of several Interstate highways. Food and rooms were available on the premesis.

To cover the expenses of the hall, booths, power, etc., we had to have a minimum of 30 vendors to pass the break-even point. As of 15 June, only 5 had bothered to commit with money - the rest gave a bunch of excuses about not scheduling budgets more than 30 days in advance, and the like. What these companies fail to realize is that we needed their downpayments in advance so we could cover our own expenses. What it finally came down to was that we were looking at a $6000.00 committment for the hotel alone, with only 5 vendors. Our phone calls and letters to the lagging companies failed to do any good - they wouldn't even send a downpayment. Last October when Sandi was in town, we were told that if we had trouble getting vendors to commit, that Atari would give them a push for us. In May, we went to Sandi, and were told then that she couldn't do that, and we were on our own. We found out too late from Neil Harris, that this was NOT the official Atari position.

Secondly, The groups involved were spread out over too wide an area. In all, there were over 300 miles between the northernmost (Militari) and southernmost (BASE) groups with CLAUG, LCACE, SCAT, and RACC in between. Those of you who are thinking about organizing a fest, keep that in mind. It is impossible to keep in good contact over a large distance without running up extraordinarily large phone or gas bills. We also had a problem with meeting attendance. When the meetings were held after the Suburban Chicago (SCAT) meetings, almost all six groups attended (except Militari, who only attended two or three meetings through the whole course of events). When the meetings were unanimously scheduled after the CLAUG or LCACE meetings, SCAT, RACC, and Militari never showed up - even when there was no conflict with their own meetings - and these accounted for half of the committee meetings. You cannot communicate if you don't show up for the meetings. Bear in mind that all attending groups agreed on the next meeting dates and places before a time and place was definitely set.

Lastly, if a group volunteers to perform a specific job, it is up to them to make sure it is done. In our case, Militari volunteered to copy and compile the packet for our second mailings. After they volunteered, we never heard from them again. The Suburban Chicago group volunteered to do the first and second mailings to vendors, and the mailing to dealers - in short, to fill the hall with exhibitors. They also volunteered to do all the printing and the ticket design to help fulfil the obligations of the Rockford group. The second vendor package mailings were eventually done by LCACE instead of Militari and SCAT,) and the printing was done by CLAUG and LCACE. To top it off, we found out on 6 June that the tickets had not even been designed yet - much less had any printed for pre-show sales (a VITAL part of our plan,) nor had they done any dealer mailings - after telling us for well over a month that it had all been taken care of.

In view of the short time before we could no longer cancel, the lack of support from Sandi, absolutely NO advance ticket sales and the fact that we were hitting a stone wall with vendors (other than the 5 we had) we decided to cancel. We are currently thinking of completely re-organizing the committee with a rescheduled date next year, but nothing has been decided yet. If we do reschedule, you can bet there will be several MAJOR changes made from the first attempt.

If you have any questions, comments, or (hopefully) suggestions, leave mail on GENIE to G.FEID, on CompuServe to number 74146,162, or on the 'Once In A BLUE MOON' BBS at 312-457-2219 - 24 hours a day, 300/1200 baud.

This article taken from the Database Zmag files Available on GATEWAY BBS (314) 647-3290

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PRESIDENT'S CORNER

I hope everyone has been enjoying the beautiful summer we have been having. I also hope to see you all at our next meeting, which will not be at the College Of DuPage, but at the Carol Stream Public Library. Due to the unavailability of the College during the summer months, we will have both the August and September meetings at the Carol Stream Public Library. The meetings will start at 11:00am, as usual.

How many of you are fans of science fiction literature? One of my favorite authors has always been Robert Heinlein. I have long admired the man for both his writings and for his special interest in a cause that I also embrace. If you should ever have occasion to meet him or to write to him for his autograph, he will gladly give it to you with one condition attached. You must show that you have recently donated a pint of blood to the Red Cross, a local hospital, or an agency that supplies blood to hospitals.

Mr. Heinlein is keenly aware of the importance of the life-saving qualities of donated blood. It is such a simple act that takes less than one hour of your time out of a minimum of eight weeks. And it can save lives. Your donation might go to save the life of a baby born with complications. Or a child (maybe your own) that fell from a tree. Our neighbors suffering from diseases of the blood can look forward to long and productive lives because you and I have chosen to donate a small sliver of our time to helping them. Someday you may require an operation whose success will depend on the availability of donated blood that matches your blood type.

What are the requirements to donate life? To be a blood donor, you must be at least 18 years old, in good general health, and weigh at least 100 pounds. Those are the basics.

The need for blood donors is ever present. But it is felt most keenly during the summer and holiday seasons. These are busy times in people's lives when their interests may keep them from taking the time to donate. But the demand remains the same as at other times...in fact, it often increases. So pick up the phone and set up an appointment to donate a pint of blood. Be a life saver.

To find out where you can donate, call your local hospital or The Life Source Of Northern Illinois (formally The Blood Center Of Northern Illinois) at 298-9660. Life Source can tell you where a donor site is that is conveniently located for you and set up your appointment. Thank you.

Jeff Williams

MINDSCAPE TO PUBLISH ATARI'S STAND-ALONE ARCADE GAMES FOR HOME

Reprinted from Online Today, a service of CompuServe.

(June 13)

Mindscape Inc. has signed an exclusive agreement with Atari Games Corp. to publish home computer versions of the Milpitas, Calif., company's stand-alone video games that now usually are found in coin arcades.

According to a statement from the Northbrook, Ill., software publisher, first in the line-up of new titles will be Atari's Paperboy and Gauntlet games. Then, over the next few years, Mindscape expects to publish Road Runner, Road Blasters, Gauntlet II and others in home computer formats.

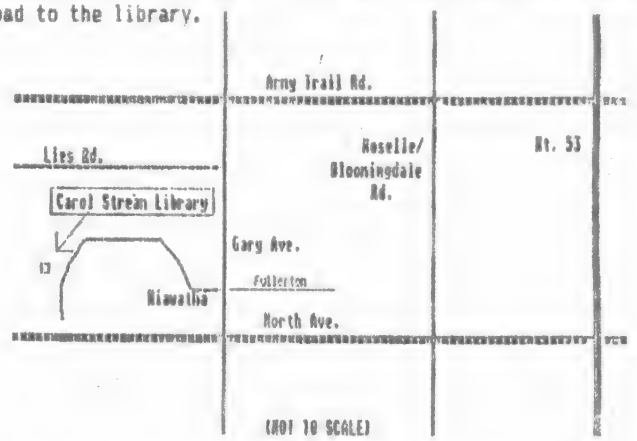
"There are tremendous growth opportunities in the retail versions of coin-op games," says Mindscape President/CEO Roger Buoy. "We look forward to working with Atari because, with their consistently high-quality products and keen perception of the market, they are far and away the best company with which to be associated."

--Charles Bowen

Directions to the Carol Stream Library

From Army Trail Road, go South on Gary Road (the road Stratford Square Mall is on) to Hiawatha Rd. Turn right and follow the curving road to the library.

From North Avenue, go North on Gary Road to Hiawatha Rd. (the first traffic light). Turn left and follow the curving road to the library.



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New ST Titles	New 8 bit Software
"Sub-Battle" from Epyx, "Goldrunner" from Michtron. "Scenery disk #7" for "Flight Simulator II", "ST-Wars", "Fleet Street Publisher", "Stereo CAD 3-D 2.0" with the Stereo-Tek 3-D glasses, "Midway Battles", "Stuff" from Michtron, "X-Rated Graphics" for Printmaster+, "Alice Personal Pascal", "Mad-Libs", "M-Cache" and "Logistix".	"AwardWare", "Technicolor Dream" a 256 color graphic art program, "Pirates of the Barbary Coast", "Midway Battles", "Freaky Factory", "Laser Hawk", "Guderian", "Rocket Repair Man", "Guitar Wizard", "Phantasie", "Autodeul", "Hollywood Hijinx", "221-B Baker St.", "News Station" and "Money Spin"

All software is discounted, user group members with valid I.D. receive a 20% discount off the retail price of software.

WORLD OF ATARI FAIRE

By Nat Friedland, ANTIC Editor

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6/21/87

With all the other Atari Fairs that took place during the past 12 months and the huge Consumer Electronics Show just three weeks ago, it was surprising to find so much new to see last weekend during the hastily-organized World of Atari Faire at the year-old Santa Clara Convention Center

But several unfamiliar companies with impressive ST software made their Atari Fair debuts last weekend. And a near-production version of the Atari SLM804 laser printer had its first public showing. This report concentrates on products that have not been reported on previously.

The Atari laser printer is smaller and lighter than most current models, but seems just about as fast and sharp. It was operating in Diablo 630 emulation with a 4Mb Mega ST running a pre-release version of the Microsoft Write word processor with a MYSIMY6 display. The laser controller board is in a modem-sized box cabled between the ST's high-speed Direct Memory Access (DMA) port and the printer. This controller box also has a second DMA port for connecting a hard disk.

This 300 dots-per-inch printer supports Atari's GDOS (which automatically uses the highest resolution available to a printing device). We picked up a selection of the sharp graphics and multi-font printouts that the Atari SLM804 kept churning out throughout the day. Late summer or September is the current estimated market arrival for the Atari Desktop Publishing System.

At a neighboring booth, Word Perfect was showing a near-beta version of the forthcoming ST edition of its bestselling word processor. The GEM-based software, due in September, looked extremely fast and powerful. It will list at $395 but is often discounted by more than 50% in the IBM version. The WP rep said that the company is working closely with Publishing Partner's developers to assure immediate desktop publishing compatibility for the word processor.

Programmers will love Omniware's new Edit/Booster, an ST text editor that also generates GEM code by mouse. Select "Draw A Circle" from a drop-down menu and the GEM code appears in your program. The version currently on sale just works with C, but updates for GFA BASIC, Personal Pascal and Modula-2 are promised soon. Omniware, based in Bellevue, Washington also showed a desk accessory controller for the widely used Haulett-Packard Laserjet printer and an H-P terminal emulator.

Iliad Software of Orem, Utah, another new entry, showed a powerful, user-friendly CAD/drawing program, Athena II, selling for $100. Athena requires a 1Mb ST, but functions in either color or monochrome. Coming soon is a circuit-testing simulation program called Circuit Maker. The company was also showing a multiuser, multitasking operating system, PDOS, which is similar to the system used on 68000-based VME workstations.

A wide-ranging product line of specialized business applications for the ST was shown by Hi-Tech Advisors of Winter Haven, Florida. Their $199 titles included Church Manager, Service Station Manager, Video Store Manager, Inventory Pro and Sales Pro Plus. Mail Pro handles custom mailing lists and form letters for just $69. SBT of Sausalito, California kicked off a line of dBASE III business accounting modules based on the ST's dBMAN clone.

Beckemeyer Development Tools of Oakland, California showed their latest addition, a touch-screen restaurant menu system. The demonstration model for a Chinese restaurant was almost frighteningly complete and efficient.

Two image scanners were shown at the fair. Navarone, of Sonora, California had a $1,239 ST system including the Canon IX-12 scanner. The simpler $100 IMG Scan from Seymor-Radix of Irving, TX used a small box that tapes to the print head of any dot matrix printer that supports graphics.

Old-timer Lou Schwing of Astra Systems was gleefully demonstrating the ruggedness of his HD+ unit which combines an 20Mb hard disk and a double-sided ST 3.5" disk. The HD+ was notably cool and even kept operating as he waved it in the air and laid it on its side. DeskCart, a $100 cartridge from Quantum Micro of Liverpool, New York is a real-time clock/calendar with a full set of Sidekick-type desk accessories including a filer, calculator, address book, notebook, macros, RAMdisk driver and other utilities. The cartridge format is claimed to save memory and operate faster.

The World of Atari was busy and profitable for most exhibitors throughout its Friday-Saturday run. The thriving Antic booth was showing upcoming ST graphics software from The Catalog -- Cyber Paint, a paint program that creates images for animation with Cybermate, and Spectrum 512, a smooth-lined, ultra-clear paint program that can display all the ST's 512 colors simultaneously.

Eighty Columns on the Atari

by Dr. Warren Lieuallen

Reprinted from Fuji Facts the newsletter of the Atari Computer Enthusiasts of Columbus

For quite some time now, the possibility of having an eighty column screen (as opposed to the forty column screen that we are all so familiar with) on the eight-bit Atari computers has been discussed, announced, and even realized by a few. But for the most part, significant expense and hardware modification has been required to achieve this new look.

Many other computer systems have an eighty column screen: IBM and all the clones, the Mac, modified Apples, and even the Commodore 128! It is widely accepted by many that serious word processing, and business applications in general are not practical, or even possible without eighty columns.

We all know better of course, having had the intelligence and foresight to purchase and use Atari computers systems. As I write this article I am word processing on a forty column screen, and doing it quite seriously, I might add! I have used spreadsheets and business graphics packages, and have even run The Bookkeeper a time or two. However, the fact remains that there are times when having eighty columns on the screen would be desirable (otherwise, all our word processors wouldn't have print preview, would they?). A good example is that of trying to align columns of figures or text on the printed page. Even with careful use of the print preview features, it often turns out that the page must be printed several times before it turns out correct. How much easier this job would be if we could just see the entire page on the screen -- all eighty columns.

Well, now you can. There are now available several methods by which an eighty column screen can be simulated on the Atari computer system. They all work in a similar manner, and basically involve "drawing" the characters on a Graphics 8 screen. This is because the resolution of a Graphics 8 screen is 320 by 192 pixels (without the text window at the bottom, so it's really Graphics 24). If each character were only four pixels wide (instead of the usual eight), eighty characters would just fit across the screen. And that's exactly what happens. The characters are redefined as graphic bit patterns four pixels wide, and the operating system is redirected to use complicated drawing routines for all screen output -- that's the tricky part!

All of the commercially available eighty column packages require some hardware modification of some type. There is

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one product called the Ace 80 cartridge, or the Ace 80 XL for XL computers. This device is a cartridge, just like the others we are used to, and is inserted into the appropriate cartridge port before booting the system. A review of this new product appeared in a recent issue of ANALOG, so won't be repeated here (I really don't know anything other than what I read!).

A second device is the Omniview 80 chip, which as the name suggests, is an eighteen-pin IC chip. This chip replaces the old operating system chip inside the computer. Installation depends upon which computer you have (800 XL, 1200 XL or 130 XE), and whether or not the OS chip is socketed or soldered. In any event, once this chip is in place, the standard default screen can be changed to an eighty column format by merely pressing Control-A, and then pressing System Reset. The eighty column text is surprisingly readable, even on a color TV set (the worse of all possible display mechanisms for 80 column text).

However, the eighty column feature is only available from BASIC, or assembly language programs which do not reset or interfere with the "redirection" of the operating system to the Omniview routines. What this really means in plain English is you can only use the Omniview 80 from BASIC, from the SpeedScript 80 word processor included with the chip, or from programs you write yourself. I have tried all of the word processors I own (nine, at last count!), and none of them will use the eighty column screen. The Omniview 80 documentation includes modifications which can be made to several versions of Letter Perfect and Data Perfect, but I have not done these yet. OmniView 80 also includes OmniWriter, a specially modified version of the public domain word processor SpeedScript, which does function in 80 columns.

The Omniview 80 also includes new floating point math routines which are considerable faster than the ones in the Atari OS. Running a benchmark test, I found the Omniview routines to be approximately 75% faster than the Atari routines. However, in my day to day usage of the computer, I did not notice any significant differences in program execution time. Applications which make heavy use of mathematical functions should benefit from Omniview's speed.

Finally, the Omniview replaces the operating system in the XL machines with one which much more closely approximates the old OS of the 800 machines. This means that the translator disk is no longer needed. If you have any programs which needed "OS translation" before, you will appreciate this feature.

The other possibilities are all software drivers. One of the first was Compute!'s Video 80 program, written by Charles Brannon. This program creates a new input/output device for the Atari, the "V:" device. This device includes the eighty column screen handler, as well as supporting a window feature, with user definable margins all the way around. A demonstration of these two features combined with each other is impressive. However, the limitations of Video 80 are even more restrictive than those of Omniview 80. Programs using Video 80 are limited to those you write yourself, although both BASIC and assembly language should remain valid possibilities. Secondly, the logical line length is shortened to eighty characters, rather than 120 as in Atari BASIC. Lastly, this program requires the Translator disk on XL machines.

These limitations notwithstanding, it is hard to beat the price/performance ratio of Video 80, as this program is in the public domain and therefore free. If nothing else, it serves as an excellent introduction to the world of eighty columns, and will allow you to decide whether to invest further in this field, or to be glad that your Atari displays forty legible characters per line. I am currently working on a BASIC word processor to work with Video 80, but due to both the shortcomings of BASIC and myself, this program will be of limited usefulness.

I recently came across programs called Text 80, and Script 80, but have not been especially successful in getting them to function. Finally, there is a small (13 sector) utility called HIGHREZ.COM, which also produces an 80 column screen. I have not used this extensively, but I imagine its is quite similar to Video 80.

As we have been told for more than a year now, Atari is developing an eighty column device, the XEP 80. Several reviews of this product have appeared elsewhere, and I have little to add. Watch for an in-depth review once this device is actually available to we users.

Batteries Included had a BI-80 board under development for the Atari systems, but cancelled it at the end of 1985. Another product called the Bit-3 board was supposed to include an eighty column driver for the 800 computers. The last time I saw an ad for this product, it cost $249.00; I don't know if it is still available or not.

YOU

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ICD Conference on Delphi

The following is an edited transcript of a recent conference on Delphi with Tom Harker, the president of ICD, Inc.

<Mat> Does Atari's XEP80 have color capability like your 80 column card will?
ICD-Tom> No. Theirs (current design) is only monochrome composite and 19.2k baud.

MATTYKID> So yours is the 'better' board?
ICD-Tom> Better is a relative term.

<Mat> Right. Yours does have 16 color capability, right?
ICD-Tom> Right, Mat

<Mat> Would be nice if it could use MIO ram to do graphics, eh?
ICD-Tom> But, who would write the software? If we thought there was someone who would support it, we would have done ST quality bit mapped graphics.

MATTYKID> Is it possible to get an MIO w/o RAM?
ICD-Tom> No, the MIO comes 256K or 1 ME6. 256K is as close to 0 RAM as it comes.

MATTYKID> I already have a P:R: connection and 256K, the only thing I would need a MIO for is the 80 columns.

<Mat> MIO drives both P: and R: - and the RAM in the MIO will work nicely as printer buffer. You could sell the P:R: Connection. You wouldn't need it anymore.
ICD-Tom> Sell your P:R: Connection and you will have the money for the RAM.

<Mat> Tom, I think a LOT of people DON'T realize that MIO can drive P: and R:. You need a big ad for the MIO, like you have run for the P:R: Connection.
ICD-Tom> We probably will when the backorders get filled.

<Mat> How many backorders you got?
ICD-Tom> A few hundred. And we ship about 10 a day. We don't really make that much on MIOS (due to volume and production methods) so it is really nicer to sell P:R: Connections.

<Mat> Have you sold that first 1000 yet?
ICD-Tom> No, but it will come soon.

<Mat> What do you think the final price on the 80 columns will be?
ICD-Tom> To answer your question on affordability we do not really intend to go head to head with Atari on anything. They have a definite price advantage with their size and Taiwan manufacturing. So instead, we design niche products that fill voids in their markets.

<Mat> Yes - you should put a nice big MADE IN USA on your products. "Fine handcrafted electronics from the Lincoln state" -- hey, it could start a trend.
ICD-Tom> Built like log homes! At least we are learning business. We now have 11 employees soon to be 13 or 14.

<Mat> Glad things are picking up. Will you get into the ST business any time soon?
ICD-Tom> Do you think there would be any interest in "KIT" hard drives for the ST? Like we do for the MIO hard drives? Maybe 2 drives in a box? People could put in their own drive mechanisms.

<Mat> Sure, if you can beat the other guys by a good margin. Well, Astra has the HD with 1ME6 floppys in a unit for backups, 20 floppies for a 20ME6 backup (approx.).
ICD-Tom> And with 2 HDS in one unit, one can be backup.

<Mat> How about a unit with streaming tape backup built in.
ICD-Tom> But why a streaming tape? Another drive mechanism costs less.

ANALOG2> By KIT do you mean a Heathkit type of project?
<Mat> PC clone kit type. You assemble.
ICD-Tom> No, I mean -- get the boards and drives and bolt them in. And plug them in.

ANALOG2> But that's no fun! <hehe>
ICD-Tom> That also solves a problem we all have with the FCC. I suppose we could have a kit or 2 with no components on the boards. As long as we don't have to fix them.

Charlie> I don't know if anyone has asked this one, but does ICD or any company make a DOS that is compatible with a Corvus HD for the 8-bits?
ICD-Tom> No, but you probably can hook the Corvus into an MIO.

<Mat> Does CORVUS support 8-bits any more?
ICD-Tom> The Corvus system was a SASI interface (I think) with a joystick adapter board.

Charlie> We got an old one a few years ago to run the old ANALOG TCS -- I don't think they currently support it.
ICD-Tom> They quit supporting that one 3 years ago (or more)

Charlie> If it is SASI could it be connected to an ST with the appropriate adapter?
ICD-Tom> Aha! If we only had kit drives for the ST you could buy the ST Adaptor from us.

Charlie> Should I cross my fingers?
ICD-Tom> Sure, we are spending some time in that direction.
<Mat> CHEAPer hard drives for the ST, even kit types, would be big sellers I think.

ICD-Tom> Were you at CES Charlie?
Charlie> No, Clay and Lee went though -- I might be going to Chicago.
<Mat> Great Charlie! I should be there!

ICD-Tom> Atari had a lot of interesting things to show. They showed the proposed 8-bit game machine/computer (65XE) with detachable keyboard. It is going to Europe soon, they say. They are also selling a lot of 8-bits to Iron curtain countries since they don't allow 16 bits over there. I don't have a 65XE but I checked the schematic and it has a composite jack on it. Atari also proposed a parallel expansion bus on the 8-bit game machine. Ala the 800XL (50 pin). The chain stores seemed interested in the game machine also, since there is a resurgence in Video games.
<Mat> Sounds good! An 8-bit with detachable keyboard, eh? Nintendo seems to have revived the video game market.

ICD-Tom> They also showed a real neat "laser" gun which plugs into to the joystick port. Any software developed for that should also work with the XL/XE computers!
<Mat> Laser gun like Laser Tag? Or light pen for SHOOTING the TV as the Nintendo game has?

ICD-Tom> Light pen for shooting at the tube like Ninetendo has. I did notice at our local club meeting today there are a lot of "new" Atari users. So Atari must be selling computers to some new folks.

CFJ> So what's new at ICD, anyway?
ICD-Tom> Well we just got a shipment of hard drives in. Seriously, we are trying to get SpartaDOs X out the door.

CFJ> Is that the cartridge version?
ICD-Tom> Yes, but people seem to be missing the real benefits which is the Data Base. The data base is Faaasstttt...

<Mat> Gotta write a KILLER FAST BBS to run under it!
ICD-Tom> Could be used for some really great BBS programs as well as dbase type things.

CFJ> There's a database built into the SpartaDos cartridge? That's the first I've heard of it.
ICD-Tom> Yes.. a faster one than you could imagine. Faster than dBase 2 on the IBM PC. Most people are just concerned with the high speed Indus code we are putting in SpartaDOS X but there are a bunch of other really impressive things there. Networking for the MIO will also be supported.

<Mat> Have you finalized how many of the .COM files will become part of the cartridge?
ICD-Tom> We are not putting .COM files in it...

<Mat> Have you done any networking installations yet?
ICD-Tom> We are integrating a lot of the main features. We showed some Networking through a SCSI scheme at last COMDEX but SpartaDOS X will have networking through the MIO serial ports at around 38.4K baud.

CFJ> What memory area does the cart occupy? $A000 - $BFFF?
ICD-Tom> It doesn't really occupy cart RAM. It controls the top cartridge and banks (turns) it on and off as needed. It acts just like regular DOS as far as the user sees it.

CFJ> It must need some space for disk I/O buffers, etc., though?
ICD-Tom> Sure but so do other DOS's like disk SpartaDOS. It puts the buffers down at LOMEM. It is not a small program and resides in a 32K EPROM.

CFJ> Yep, no way around _that_! Got any ST products coming?
ICD-Tom> We were just talking about the possibility of KIT drives for the ST.

ICD-Tom> Do any of you have hard drives on your STs?
CFJ> Yes, I have the Atari 20 meg.
<Mat> CFJ and Analog2 do. I am getting one soon, I think.

ICD-Tom> How do you back it up?
CFJ> Right now I have a PD program that seems to do a decent job copying to floppies.

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ICD-Tom> With the GEM COPY functions? What PD program?
CFJ> It's actually two programs. BACKUP.TTP and RESTORE.TTP.

ICD-Tom> Are those the ones Dan Moore and David Small wrote?
CFJ> NO, I haven't seen that program yet. Dan makes it sound great, though. I'm still looking for a faster backup.

ICD-Tom> Would you buy one if we wrote it or just get a COPY of it?
CFJ> Hey, it's an honest guy!

ICD-Tom> How much $$$?
CFJ> I figure somewhere in the neighborhood of $30 is reasonable, but remember, Dan Moore's is being published in STart.

ICD-Tom> If we do write one, it will be very good and well supported and probably around $39.95 which translates to $30 mail order.

CFJ> I think you should be able to do both file and sector copies.
ICD-Tom> Would you prefer one which allows you to run your backed up files right off the floppies (slower) or one which requires you uncompress the files first?

CFJ> It's not that important to me to run the backups off floppy. I usually have other backups too. You should be able to backup only newly-updated files, as well.

SMORTIMER> Plan on getting the new SH205 when its released. Costs $550 for 20mb.
ICD-Tom> Is that the one they announced at CES?

SMORTIMER> Yea.
ICD-Tom> What have you heard of the SH205 besides low cost?

SMORTIMER> Well, same style as Mega ST. A second DMA port. 20 megabytes.
ICD-Tom> How many SH205s can you hook together?

SMORTIMER> ???? The DMA port is mainly meant for the laser printer. What would come in the kit?
ICD-Tom> KIT Case, power, controller, ST adapter, cables, etc.

SMORTIMER> Then you could just plug in any standard drive?
ICD-Tom> Yes.

SMORTIMER> How much?
ICD-Tom> Case $145 (with 45 watt switcher) controller $135 - ST adapter around $100 including software.

SMORTIMER> That all adds up to about what the SH 205 will cost.
ICD-Tom> Yep. Except you can hook 2 drives in this kit. And use it with a MacIntosh. And a MIO to 8-bit. And I suppose a PC clone.

HERBY> Why don't you guys make a 1200 baud direct connect modem for the 8 bit? I am getting tired of waiting for ATARIS.
SMORTIMER> Atari already cornered that I think.

HERBY> Where is it?
ICD-Tom> To sell for $100 or less and plug into either the ST or XE with no interface?

HERBY> Has anybody seen or used the ATARI one yet??
SMORTIMER> It's with the 80 column card, 3.5" drive,... I have seen it.

ICD-Tom> We have seen and actually touched one. But were closely watched as we approached it with a philips head.

HERBY> Gee! How's sales on the MIO doing? ICD has really done a bang-up job so far with their stuff. Has anyone seen 1030 EXP version 3 yet?
ICD-Tom> 1030 Express is not done yet according to Keith (and maybe not started).

SMORTIMER> Yup, when I was an 8 bitter, ICD had some nice products.
ICD-Tom> We still have some nice products.

HERBY> I use an 800 with 850 Express Version 3 and an ST with Flash and love em both!

SMORTIMER> Tom any other ventures planned for the ST other than the KIT?
ICD-Tom> Have you seen our Printer Connection?
SMORTIMER> No.

ICD-Tom> What do you people want for the ST from ICD!?
Charles Johnson> A stand-alone RAMdisk similar to MIO would be nice!
SMORTIMER> Well, how about an external memory enhancement for the 520, 1040.
<<Lee>> You know what would sell tons, a replaceable NICE keyboard.

ICD-Tom> Are there any external RAM devices available for it?
Charles Johnson> I second the keyboard vote too.
SMORTIMER> Not a one. I third the keyboard.
Charles Johnson> No external RAM for the ST yet, to my knowledge.
<<Lee>> An infrared mouse.

ICD-Tom> Now comes the difficult part of this survey. How much $$$$ would you pay for it?
<<Lee>> As little as possible.
SMORTIMER> $150 max.

ICD-Tom> Then you get one (LEE) like the ST has already!
<<Lee>> I would say under a $100.
SMORTIMER> The memory enhancement would go over big with soldering klutzs like me.

ICD-Tom> I will check into that. Is it the key caps or the action you don't like?
Charles Johnson> The action! Too mushy feeling, not crisp.
SMORTIMER> Firmer keys. More spacing.

Charles Johnson> I'd buy a 4 meg internal upgrade for my 1040ST _today_, if you had one!
<<Lee>> I think that would be a big seller.
ICD-Tom> With or without RAM?

Charles Johnson> With RAM...I'd prefer not to find the chips myself.
SMORTIMER> Me too. Buy an ICD memory upgrade and detatchable keyboard to get the equivalent of a Mega.

ICD-Tom> Wait a second. Detatchable was not mentioned.
<<Lee>> No not detatchable.

ICD-Tom> We were talking replacement keyboard in my mind.
JIMGAR> Tom, if it is any help, I am considering an ST, but I ~~prefer~~ ICD products to any other.

ICD-Tom> How about a 4 Meg internal RAM upgrade with 0 RAM based on 1 MEG ICS? That way you can upgrade as they become affordable!
Charles Johnson> Sounds good. But I'm running out of Ramdisk space right now.

ICD-Tom> Doesn't anyone use their 8-bits anymore?
Charles Johnson> I do. Albeit, occasionally!

ICD-Tom> But you (Charles) can get 1 MEG ICs for about $35 each right now. Just need 8 for a MEG. My problem (personally) with the ST is that I HATE!! GEM (sorry guys).

Charles Johnson> SO what would be a logical price for a 4 meg upgrade, including RAM?
ICD-Tom> About $300 per MEG

<Mat> 300 per meg? Ouch.
ICD-Tom> Are you willing to spend $900 or $1000 to turn your 520 or 1040 into 4 MEG ?

JIMGAR> Won't this price come down in time as others have?
ICD-Tom> Yes.. But you said you need it now.

CONTINUED ON THE NEXT PAGE

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<Mat> With the YEN vs. US dollar situation, they're getting MORE costly
ICD-Tom> No, not 1 MEG ICs and they will be making them here in the US as things get worse

JIM6AR> I personally cannot see how I could ever use more than 1 Meg at this time. I have not even filled my 256k XL yet.
ICD-Tom> But a 16 bit machine uses RAM at least twice as fast.
JIM6AR> OK

Charles Johnson> Right, Tom! And I too have a love/hate relationship with GEM, heavily leaning towards the hate side.
ICD-Tom> The data path is twice as wide plus programmers don't worry as much about efficiency on the 16 bit.

JIM6AR> Maybe the ST can be made PC compatible--no more icons!!
ICD-Tom> If you want a PC compatible (JIM6AR) you need a PC compatible.

JIM6AR> It is only a matter of time until we see alternate ST operating systems.
<Mat> There are already alternative operating systems for the ST, most notably the MT-SHELL from Beckemeyer.

SHORTIMER> Jim, having Atari put out an alternative OS will be suicide.
ICD-Tom> I don't think you will see another OS for the ST. TOS is here to stay with GEM. That is what the good software will be written for.

JIM6AR> how about the OMNIMON, etc. that have been made for the 8-bit machines?
ICD-Tom> Omimon and Omniview are for "Hackers" though. We are talking mainstream computer users.

Charles Johnson> Hmmm...there's another wish-list product for the ST...a resident monitor.
JIM6AR> The Omniview seems to work very well. I am using it now

ICD-Tom> Omniview is about 4K of code for a 12K OS. We are talking about a 192K OS on the ST aren't we?
SHORTIMER> Correct.

ICD-Tom> I know we don't have time to rewrite it without a big fat contract from Atari!
Charles Johnson> But written in C, for the most part.

ICD-Tom> That's right! Maybe that's where those bugs came from?
Charles Johnson> No maybes there!

ICD-Tom> I think the probleas stem from no support from the authors (Digital Research). Big companies like them just don't care about the ST.
Charles Johnson> Dan Moore says the programmer working on parts of GEM was being fired from his job while writing it!

ICD-Tom> They just wrote it, delivered it, and that is their only involvement. Correct me if I am wrong, but that is what I have heard.

KURTO> Oh, that explains GDOS.
JIM6AR> If it is that bad, then why are so many using it?????
<Mat> It comes IN the computer, most people don't have a choice.

ICD-Tom> Atari also has a reputation for being CHEAP with programmers, so I am sure that had something to do with the contract terms and support. And the GEM user interface is supposed to be difficult and time consuming.
Charles Johnson> It's not really that bad. It's just that when you start programming for GEM, you find a _lot_ of bugs!

JIM6AR> Does that mean I should consider a different machine?
ICD-Tom> That depends on what you want out of a computer.

KURTO> Is ICD planning a resident monitor for the ST?
Charles Johnson> No, that was just a wish from me, Kurt.
ICD-Tom> No, we were just discussing that.

KURTO> Hmm. I currently use the monitor in Devpac, but it seems to crash out at the least provocation. It seems that the obvious product would be an accessory that worked as a monitor. That way, debugging GEM programs would be be easier.

<Mat> What's the current price on the hard drives for the MIO? You are marketing them, right?
ICD-Tom> 10 MEG $499
20 MEG $649
10 + 10 MEG $695
20 + 20 MEG $995

KURTO> Do your drives have a port on the back for other hard drives such as the Atari SH204?
ICD-Tom> We will if we do anything like that for the ST (but we are talking 8-bit here).
<Mat> Anyone have anything else to say, ask?
Charles Johnson> No, thanks Tom! Best of luck to ICD!
<Mat> Thanks for your time Tom.
ICD-Tom> Thanks Mat, later. Thanks Charles and Jim.
<Mat> Thanks everyone. Bye!

FACT SHEET

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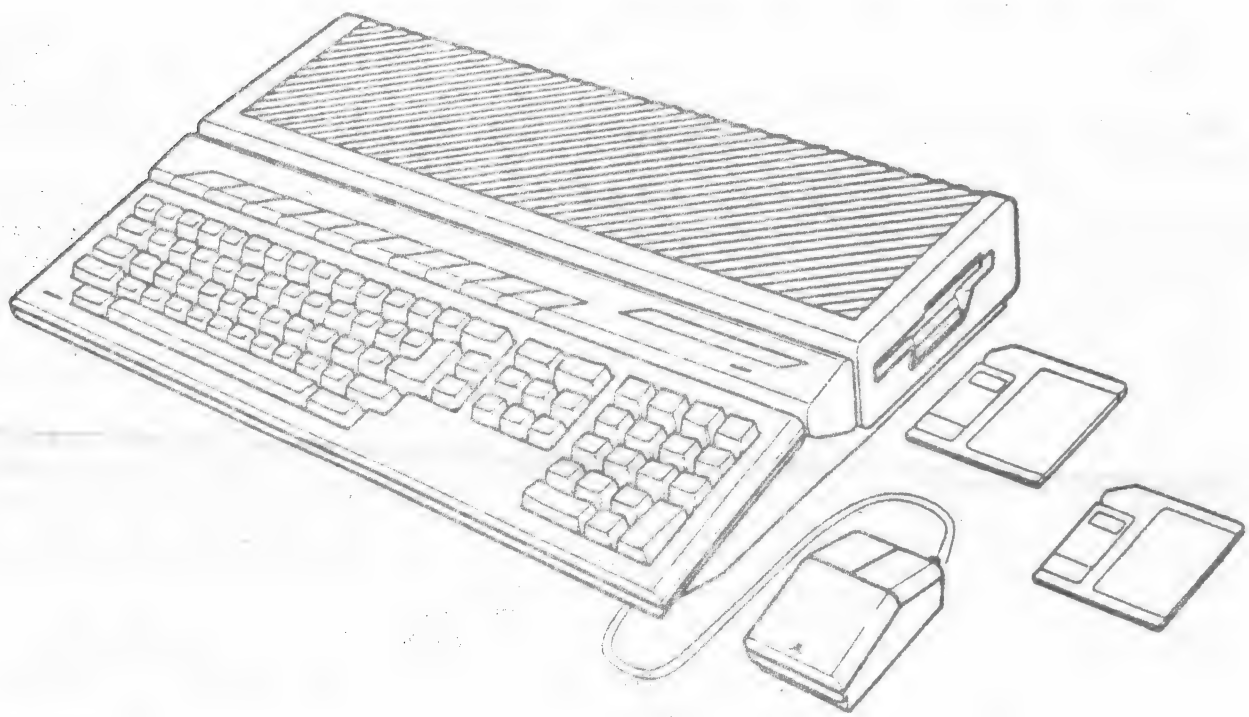

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ST SCAN FROM NAVARONE
"Small But Beautiful"
by Richard Murray

I want one thing understood at the beginning. When I'm involved in a desktop publishing project, whether it be a brochure, an advertisement, a flyer or creating a logo, I absolutely refuse to use scissors, graphic art tools or rubber cement. After investing thousands of dollars in computer equipment over the past few years it would be humiliating to resort to using such "low tech" paraphernalia. Consequently I have spent hours on end creating line art drawings with DEGAS, PUBLISHING PARTNER, or whatever else was handy.

When Navarone Industries announced that ST SCAN was ready for shipment, I called them immediately and said "Gimme!" When I hung up the phone, I thought "Darn, why didn't I tell them to ship it overnight air?" I waited for a solid week for my precious bundle to arrive (actually it was only six days but it seemed like a week).

The outside of the package said CANNON IX-8/12; "Wait a minute. Don't tell me they ship the interface unit separately?" Once opened I was relieved to find the Navarone interface and cable stacked on top of the scanner.

Let me describe the equipment. First of all, the scanner itself is surprisingly compact. It measures 13 5/8 in. wide by 11 5/8 in. deep by 3 1/2 in. high and weights 15.4 lbs. The interface unit which plugs into the ST cartridge port is a small 6 by 3 in. box with an outside port for the interface cable that leads to the scanner itself.

Setting up the unit is very easy. Just plug in the power cord and interface cable and you're ready to go. The ST SCAN Instruction Manual is a rather sparse 20 pages but then operation of the scanner with the un-copyprotected software supplied by Navarone is GEM based and almost self explanatory.

Operation of the scanner is indeed quite simple if you are able to get it to work. Which unfortunately I couldn't. After waiting a solid week (okay six days), ST SCAN would only give me a blank screen no matter what I fed through it. Being a rather mature, patient individual, I immediately called Navarone and in a calm voice said "GIMME A NEW ONE!!"

Navarone should be highly commended for being courteous and extremely helpful in their handling of the problem. After stepping through the system with me, we came to the conclusion that the culprit was most likely the interface unit and not the scanner or my ST cartridge port. They shipped me a new unit and this time they shipped it overnight air!

Since I love to tinker with high tech stuff I decided to try to repair the dead interface unit myself. I removed the four small phillips screws which hold the unit together, and once it was opened, took a close look at a bunch of chips and wires. There were three small wires on the bottom which were soldered in various places. Suddenly I discovered what the problem might be. One of the wires had come loose! I took some masking tape (I never said I was a service tech) and taped the connection back in place. I reassembled the interface unit, plugged everything back in, booted up the software, fed Navarone's advertising brochure through the scanner at 150 dpi and there it was in living black and white; a complete duplication of the brochure on my ST monitor!

Okay, now back to the basics. Although ST SCAN will work with a 520ST, one drive and a mono or color monitor, there are certain limitations that make it much more suitable for a 1040ST one meg system (2 meg would be even better).

If you have a 520ST and you expect to be able to scan an 8 1/4 by 11 1/2 in. page at 300 dpi, load it into PUBLISHING PARTNER or DEGAS and manipulate it to your hearts content, forget it. You are only allowed to scan a small portion of the document at that resolution through use of a GEM window. This is not a fault of Navarone's system but a memory limitation of my computer. The more memory, the greater area you will be able to scan. Also the lower resolution you use, down to 75 dpi, the greater area you can scan. I had a chance to hook up the system to a friend's 1040ST and the scan window was almost three times larger.

For all of us 520ST owners, Navarone has supplied a conversion program on the ST SCAN disk which allows you to break up a scanned image in .IMG format into smaller DEGAS files which can then be edited and reassembled into a large .IMG file that is compatible with PUBLISHING PARTNER.

The Scanner Options Menu allows resolutions at 75, 150, 200 and 300 dpi. Image contrast can be light, normal or dark. The scanning method options of either Line Art or Halftone depend upon what you are scanning. Line art is for drawings, illustrations and logos while halftone is for photographs providing up to 32 shades of gray. Scanned images can be saved in DEGAS, .IMG or POSTSCRIPT format.

It should be noted that Navarone will soon release a program called ST LASERPAINT which will allow large scanned areas to be edited and saved in .IMG files which will retain their full dpi resolution. When a file is saved in DEGAS format it retains only the current screen resolution.

So what's the bottom line? How do the images look once you have hardcopy on your printer? The answer to that depends on what kind of printer you have. Navarone makes no bones about it. They state in their manual that "The real power of scanned images are best demonstrated when printing on laser printers." And they are absolutely right. But what about us poor folk who can't afford to spend $5000 on a POSTSCRIPT compatible laser printer? The answer is, we don't have to. SoftLogik has more than adequately filled the gap with their excellent dot matrix printer drivers available for PUBLISHING PARTNER. These drivers do an excellent job of reproducing line art images scanned with ST SCAN. Resolution on pictures printed out is a little grainy but again this can be overcome with more memory on your ST combined with shrinking the image in PUBLISHING PARTNER or DEGAS.

I have printed images on my NEC P7 (24 pin dot matrix) and so far am very pleased with the results. Even the photographs printed at 300 dpi look good and rival the results of the video digitizers available for the ST. But line art on a dot matrix is where ST SCAN really shines. When you feed good quality sketches, pen drawings or artwork into ST SCAN you'll get almost exact reproduction even at 75 dpi.

Now it's time to get picky. Getting back to the interface unit, one problem I noticed is that the end of the cable which attaches to the interface box was supplied with screws which are not long enough to secure the cable. As a matter of fact they won't even touch the screw holes. This was definitely an engineering oversight as the underneath part of the cable end has to be propped up with something to make sure it doesn't continually put pressure on the interface connection. I slid a blank cassette tape under it which does the job temporarily until I can find some screws that are long enough.

The CANNON XI12 has a flaw which can be irritating at times. Its design includes feeder guides on each side which help to guide the paper as its being fed into the scanner. Cannon apparently assumed that everyone would be placing an 8 1/4 in. wide sheet of paper in their scanner because the guides won't close any further than that. Consequently, if you have an item with smaller width, it has a tendency to be fed in at an angle unless you quickly guide it through by hand until the scanner grabs it and takes over.

Navarone needs to elaborate on their instruction manual particularly in the areas dealing with DEGAS and .IMG files. I tried to break down an .IMG file into separate DEGAS files using their conversion program supplied on the disk to find that I ended up with two files. One with a .PI3 extender and one with a .CTL extender. The .PI3 file works fine in PUBLISHING PARTNER and DEGAS as a high rez file but I ended up confused as to what the conversion program is all about when you can save a .PI3 file directly from the ST SCAN program.

These are very minor criticisms, however, and do not detract at all from Navarone's excellent product not to mention Cannon's. Incidentally, the Cannon XI12 does a good job of reading text as well as images.

I have two warnings for those of you who are considering purchasing the ST SCAN system. The first is that scanning can be very addicting. You know all of those favorite computer magazines you were always reluctant to tear pages out of with the thought that they might be collectors items some day? Well forget it. Nothing is sacred anymore. You will find yourself scanning anything you can get your hands on, from pictures of your wife or girl friend to photos of the cat and dog. You definitely won't be cutting and pasting anymore, but you'll be tearing a lot of things up.

The second warning is that, if like me, you own a 520ST you'll have an almost insatiable craving for more ram and will want to upgrade the 520 as far as it will go. You'll want at least two meg of course because that will allow you to get almost full resolution at 300 dpi per scanned page. Besides, I hear that Atari's new laser printer will require about 2 meg to take full advantage of its features. And of course you'll need a hard drive to save all of those huge 300 dpi files.

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Starglider Strategies

By Blake Arnold

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After having several people ask me how I achieved my high score at Starglider (which I shall not divulge..lets just say it's "very high"), I've decided to put my hints in print. Hopefully no one will actually beat MY high score, but have fun trying anyway!

The Proper Attitude

To start with, we'll probably need to change your attitude toward events in the game; you'll need the "fighter pilot" attitude. When you barely escape death or damage, it is not LUCK. The concept of luck is for those without SKILL. Instead of viewing your feat as "luck," look at it as "skill." An attitude like this will teach you that no matter what, YOU are in control. Knowing that you have control and keeping a cool head at ALL times, no matter how difficult they seem, will allow you to think through a tough situation. Starglider may SEEM like a mindless "shoot 'em up" sometimes, but believe me, a solid strategy and the ability to THINK THROUGH a tough situation will allow you to really clean up.

Strategies

These strategies for use in the game have been fine tuned after several (hundred) games of Starglider. Here's what you've been waiting for:

Juno Cannons

Juno Cannons can be an annoyance to even the best Starglider player, however, they have one basic weakness: they can't shoot low if you're close to them. The easiest way to obliterate a Juno Cannon is to land close to it's base (bottom) and blast away at the offending object.

Refueling

When refueling on levels higher than Level 2, keep one thing in mind: a stationary target is easier to hit. If you sit still while refueling (I do when I can get away with it), YOU will be the stationary target. Keep moving! A little practice will allow you to slide through a power grid at a speed that won't allow them to get a good lock on your ship, but will still allow you to refuel. On high levels don't try to refuel all at once, it may not be possible due to enemy fire. Another little "trick" that I use on higher levels is to find a power grid and clear out all the enemy installation around it, then when I need fuel I go back to that one grid. Also, when refueling WATCH YOUR RADAR; if you see enemy fire headed in your direction, get out of there! On some of the higher levels you may find that the energy towers have been turned off; to turn the grid back on just shoot the towers (too many shots will turn it back off).

One of the best common-sense hints I can give you is that on higher levels refuel often. Sometimes it may be necessary to refuel when you still have half your energy left. It can be a hassle, but it's better than being destroyed.

Docking

The only rule that I follow is that if my shields go below half, I dock the first chance I get.

Killing Krudd

Ah, the object of the game! Most of the time it's just a waiting game to kill him, but there are some strategies to invoke for a better shot at him. On levels greater than level 1, do not fly directly behind Krudd, as you'll be eating missiles when he fires at you. Fly either a little above or below and to one side of him. This will also keep him from firing constantly and allow you to sneak a missile into him (lasers are useless against him), and don't fire at him until it looks like you're almost right on him (this gives you a better chance of hitting him).

Scoring

To achieve a HIGH score, it's necessary to keep from mindlessly blasting at everything that moves (to an extent). Don't bother with the red blocks that fire lasers. Tanks can also be ignored for the most part (there will be situations that warrant their destruction). Walkers, Stompers, and Stargliders make nice targets and score well, so go after them. Krudd is the one you're after, though. Don't kill Krudd whenever he flys by, though. Since the game advances you a level for every 10,000 points scored, try to build up points close to 10,000 on each level, and THEN go after Krudd. That will result in a nice score relatively quickly.

Well, those are some of my strategies. That should be enough to get you to the point that you can fine-tune your own strategies. Have fun with it. Who knows, maybe I'll have some competition now!

N O T I C E S

SCAT general meetings are held on the first Saturday of each month at 11:00am. See the calendar for dates. The summer location is the Carol Stream Library, Hiawatha Rd, off of Gary Avenue.

The Beginner's SIG meets at the College of DuPage at 10:00am (one hour before the regular meeting). [Chairmen: Tom Bartelt 637-5379 & Dan Hirschfeld 966-7187]

The ST SIG meets around the first Tuesday of each month at 7:00pm. See the calendar for the exact dates. All meetings are at the Roselle Public Library, Park Ave., Roselle, IL. [Chairman: Mike Yocum 469-4490]

The MIDI SIG meets on the third Tuesday of each month at Cos Computers, 3705 N. Southport, Chicago, IL. [Chairman Greg La Brec 425-2085]

The schedule and location of meetings are subject to change so be sure to look in the most recent newsletter for the correct date.

The deadline for submission of material or advertising copy for the newsletter is the 10th of the prior month. All material received after that date will be considered for inclusion in a future issue.

The SCAT Newsletter is a publication of the Suburban Chicago ATarians. Any comments or questions should be addressed to SCAT via P.O. Box 72266, Roselle, IL 60172. Or call any of the following officers:

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S. C. A. T.
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MEMBERSHIP APPLICATION

Dues for SCAT are $15.00 a year per family. Additional membership cards are available for $1.00 each. To join, just fill out this questionnaire and bring it to the next meeting. If you are unable to attend the meeting, you can send it to: SCAT, P.O. Box 72266, Roselle, IL 60172

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August 1987

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6	7	8	9 News Dead-line	10	11	12
13	14	15 MIDI SIG	16	17	18	19
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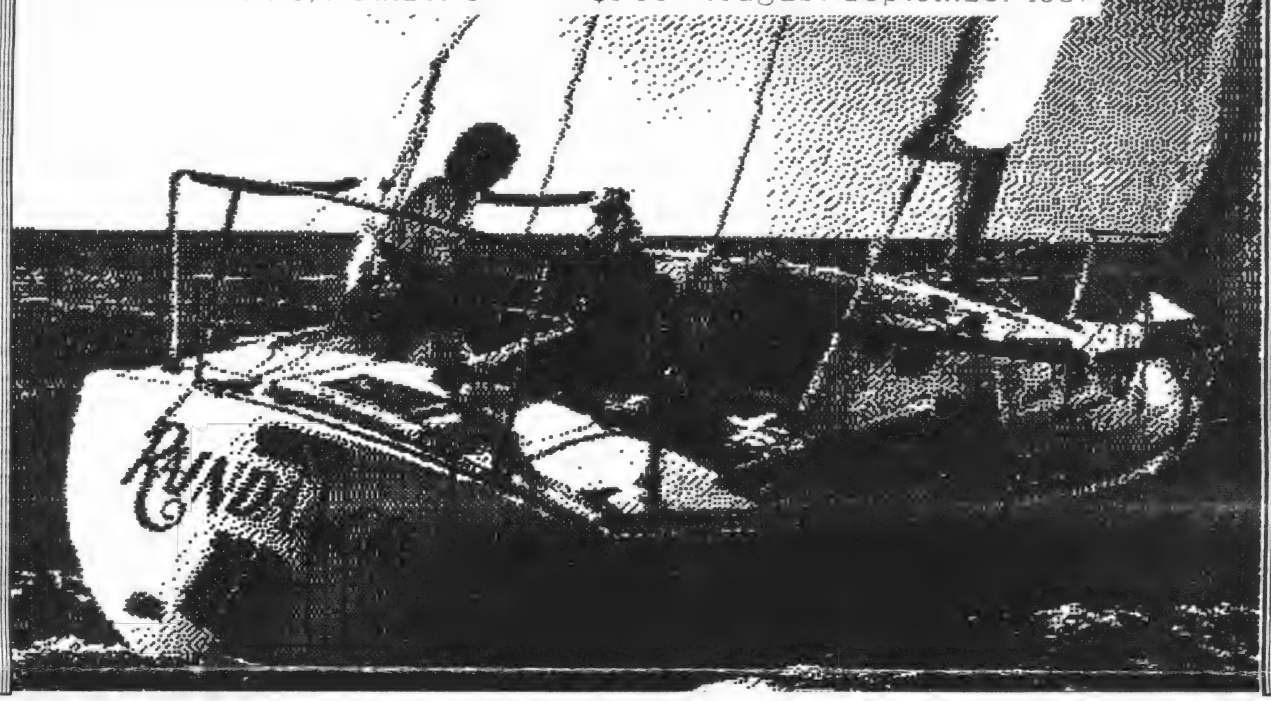
Volume 6, Number 8 $1.00 August-September 1987



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ZMAG

ATARI NEWS UPDATE

The Mega ST and the SX212 modem are at the last step before arriving. We have received pre-production samples. These are the first units off the line with all the same components, packaging, and production techniques as the real thing. We get a small number of these to test and make sure there are no last-minute glitches. When we give the go-ahead, the next step is real production.

The Atari PC is looking likely for later this Summer. The XEP-80 (for the 8-bits) is waiting on one part which turned out to have an incredibly long lead time on orders -- once we have the part we'll turn these around ASAP. The SLM804 Laser Printer is waiting on one final component also, as well as the final version of the software drivers that support it.

New software from Atari includes the first titles in the Arrakis Advantage series of middle-school-level educational programs. There will be 17 in total, of which 4 have hit the stores already and the rest are in various stages of finalization.

Shortly after the SX212 modem hits, we will release an add-on package for 8-bit owners which is to contain an SIO cable and the program SX EXPRESS by Keith Ledbetter, as well as the new handler file. Of course, SX212 owners with the 8-bits can also use it through the 850 interface using existing terminal programs set up for Hayes-compatible modems.

The blitter chip is working and is in the pre-production Mega ST's mentioned above. The AMY chip is still in

Continued on Page 3

MVACE
Miami Valley ATARI Computer Enthusiasts

THE MVACE NEWS

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Articles may be submitted for publication at meetings, or mailed to the Newsletter Editor, or down-loaded (or up-loaded) to the editor by arrangement. The deadline for articles is one week prior to the beginning of the new month... ie: for August issue have articles submitted by July 24.

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ABOUT THE ACES (MVACE)

The Miami Valley ATARI Computer Enthusiasts began in 1982 as the Huber Heights Atari User Group (HHAUG), but soon outgrew the Huber Heights part and started to serve the entire Miami Valley area. Many members are civilian and military employees of Wright Patterson Air Force Base.

Membership in MVACE is $20.00 for the first year and $15.00 renewal annually after that. Membership includes a subscription to the MVACE NEWS, and free access to the extensive MVACE 8-bit and ST Public Domain Disk Libraries. MVACE has a general business meeting held on the second Saturday of each month and an informal Swap and Copy Session on the third Saturday at CAYAC (Kittyhawk School), 5758 Harshmanville Road, Huber Heights. Both meetings begin at 9:30 AM and end by about 12:00 noon.

MVACE welcomes all visitors and especially new members. We thank you for joining us and we know you will enjoy your membership in our family. Please feel free to ask questions at the meetings, whether they be of an Officer, a Member, or of the club in general during informal question & answer session at meeting's end. We all remember being new to all this.

EXPERT HELP

Any, and I do mean any, help needed with a program, application, or just plain getting the computer to do what you want it to do will be offered. The members of MVACE have a lot of experience in working with many programs, so if there is a problem, someone in the group has the answer.

MVACE OFFICERS

PRESIDENT
Warren Kearney - Dayton - 254-7259

VICE PRESIDENT/PROGRAM CHAIRMAN
Mike Kohli - Dayton - 274-1996

SECRETARY/TREASURER
Marty Freed - Dayton - 276-3817

ST DISK LIBRARIAN
Doug Hodson - Dayton - 252-3267

8-BIT DISK LIBRARIAN
Earl Breon - Huber Heights - 233-6266

SYSOP
Gayle "Smitty" Smith - Huber Heights 233-5385

MVACE NEWS EDITOR
Bruce Hansford - Kettering 439-1993/4958

ATARI FEST ANNOUNCEMENT

ANNOUNCING!!!!! The 1987 Magic-Atari Show August 28-30 at the Southfield Hilton Featuring Seminars by

Neil Harris (Atari)
Gorden Monnier (Michtron)
David Small (Magic-Sac)
Tim Purvis (Michtron)
Frank Foster (Hybrid Arts)

Also, a MIDI-Music concert, sponsored by Hybrid Arts, featuring professional musicians!

PLUS!!!

MIDI-MAZE, a multi-computer, multi-player maze game played on 16 Atari ST computers!

First prize in this contest is a Casio keyboard, plus software (an $800 value!)

TICKETS!

Advanced tickets are available by mail
One-day pass $4 At the door $5
Three day pass $8 At the door $10

To order, send check to
The Atari Magic Show
28111 Imperial Drive
Warren, MI 48093

For more information, call the HOTLINE at (313)751-8291 (recording)

Atari News Update - Continued From Page 1

development, and may still see the light of day -- some day. AMY is a stubborn beast.

Speaking of stubborn, Microsoft Write is also still in development. Nearly finished now, too, although a few small bugs remain to be expunged.

SHOW NEWS: Atari made history by becoming the first computer manufacturer to exhibit at NAMM, the National Association of Music Merchants show in Chicago. The ST was present throughout the show in virtually every booth where there were MIDI instruments. Atari sales people at the show were besieged by music dealers eager to sign up as Atari dealers. By the time this 4-day event was over, there were literally hundreds of dealer applications waiting to be approved. Before NAMM, Atari had 50 music stores as dealers -- it looks like there will be 250 when the new dealers are selected.

In other news from NAMM, Keyboard magazine announced the results of its latest reader survey. The Atari ST computer has rocketed into the #1 slot in the vital "Intent-to-buy" category ahead of perennial leader Macintosh! The word in Atari HQ is "Today MIDI -- tomorrow, Desktop Publishing!"

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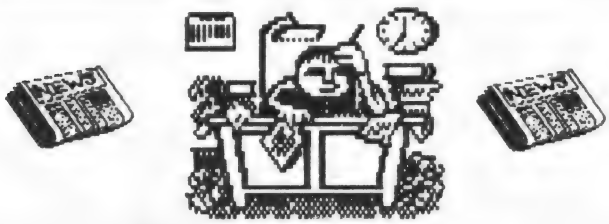


OPINIONS AND OBSERVATIONS FROM THE EDITOR'S DESK

by Bruce Hansford
MVACE NEWS Editor

COMPUTERFEST UPDATE

Computerfest '87 is coming! If you have never been to a Computerfest before, you will probably be very surprised. The 12th (I believe) annual Computerfest, coming to Hara Arena on Saturday and Sunday the 22nd and 23rd of August, will be bigger and better than ever. I have been told that the organizing committee is expecting around 6000 attendance this year.

There will be computer user groups, demos, lectures, flea market, retailers, and wholesalers galore. And MVACE will have one of the most impressive displays of any user group around. We have 32 linear feet of display space this year, and we intend to draw the crowds.

We're working on having a full MIDI demo with three synthesizers and a drum machine. Hopefully we'll be demonstrating the new state-of-the-art MIDI software, MASTER TRACKS PRO for the ST from Passport.

We will also have STs set up running Macintosh software using Magic Sac, and IBM software using PC-Ditto. We will have an area set aside as a flea market for members who want to sell used software or hardware that's been laying around gathering dust.

Another exciting event is on Saturday the 22nd at 2:00 PM, we will be hosting a full-blown demo of WordPerfect ST presented by Brian Embree, the WordPerfect Regional Marketing Manager. Many thanks to Steve Schoemann for arranging this demo for us.

We need your help, all you loyal MVACE members. We will be needing people Saturday morning (8-ish) and Sunday evening (6- ish) to help unload, set up, break down, and load the equipment that we'll be using for the weekend. If you feel really inspired, you can even volunteer for a two or four hour stint at the tables demoing or selling or whatever during the weekend. If you feel that you'd like to help, please call me at 439-1993 and let me know (you can leave a message on my machine if I'm not home). Or you can call Ed Fisher at 293-6927.

PC-DITTO UPDATE

In the last issue of the NEWS I wrote about an upcoming product that runs IBM PC software on the Atari ST. This product, PC-Ditto, is now in regular use on my computer. I even got an I.B. 5.25" disk drive to put to use all the PC software I've been collecting over the last few years. By the way, a lot of this software is now in our ST Disk Library.

Does it work? Yes, very well, but SSSLLLOOOOWWWW. According to several benchmarks run against it, it runs at about one-third of the speed of a PC (which runs at 4.77 mhz). But considering that this a purely software emulator, that is still terrific. Being as PC-Ditto is software, it takes about 30 instructions in ST code for each instruction in the PC software, according to Darek Mihoka, the author of the Atari 8-bit and Apple][emulators. He also says that PC-Ditto uses "very good code".

PC-Ditto is produced by Avant-Garde Systems (actually, two people, Bill and Ginny Teal of Jacksonville, Florida). Congratulations and thanks, Bill and Ginny, for a great product. I hope the pirates don't eat you alive. This is too good a product to be wiped out by people too cheap to pay for the software that they use.

Current version shortcomings are:

1. PC-Ditto only runs on the color monitor. Monochrome support should be available on the next version (free to registered owners), due in the fall.
2. PC-Ditto works on the hard disk, but only recognizes partition 0. So when I use it on my HD, drive C: D: E: and F: are all drive C:, the first partition on my disk. This should also be fixed in the next version.
3. PC-DFMT.COM, the formatting program that comes with PC-Ditto doesn't always like to format a blank disk without error. But you can overcome that by using the format command that comes on DOS.
4. Self-booting disks don't boot. But Bill knows why and has already fixed it for the next version.
5. No mouse support yet. Coming.
6. No MIDI support. Coming.
7. No time and date carry over from the Atari GEM time and date. Coming.
8. Not all DOS's work with PC-Ditto. IBM and Compaq DOS work great. I have used MS-DOS 2.11, PC-DOS 3.2, and PC-DOS 3.3 all quite successfully. However only versions 3.2 and up give full support to 720k double-sided 80-track 3 1/2" disks.

By the way, Bill is up on GEnie ST SIG on a weekly basis answering questions and accepting suggestions. Fantastic product support, I'd say.

APOLOGIA

I made a boo-boo in last month's issue. On the last page under the helicopter I wrote "This Newsletter was produced entirely (except ads) with Publishing Partner (1.02) on a NEC P6 24-pin dot-matrix printer." Wrong.

I forgot about the graphics that I use to add a little variety to the NEWS. I use a lot of public domain graphics, but I also use converted clip-art from Print-Master by Unison World, Easy-Draw Personal Draw-Art by MiGraph, and LabelMaster Elite also from MiGraph. Credit where credit's due, right?

Continued on Page 4

Editor's Column - Continued from page 3

FCC STRIKES AGAIN

The following is an excerpt from Jerry Pournelle's column, "A User's View", from the June 29, 1987 issue of Info World magazine:

The FCC is contemplating a move that some say will raise the cost of on-line conference and database services by a factor of between five and 15, depending on whose estimates you trust.

It sounds fair in theory: The commissioners will allow the Baby Bell companies to impose "access charges" on companies providing networks that allow local access to "enhanced data services" such as Dow Jones, CompuServe, BIX, etc.

I first learned this from my friend Sue Rosenberg, who sent this message:

Spread the word that the FCC commissioners, those great folks, have voted 4-0 to subject computer users of telephone access services such as our favorite network to substantially higher fees, estimated to be on the order of $4.50 to $5.40 an hour. My guess is that those estimates are low. This order is scheduled to go into effect on January 1. But there is time for all of us to express our opinion (I'm sure we all have the same opinion) about this proposal. Send your comments to:

FCC Secretary's Office
1919 M Street N.W.
Room 222
Washington, DC 20554

Refer to "Interstate Access Charges Exemption for Enhanced Service Providers CC Docket 87-208". You can get a copy of this order by calling the FCC at (202)632-7000.

Sue adds that the FCC by law *must* respond to citizen inquiries.

ARTICLE FORMATS

I sure appreciate those of you who have been donating articles for the NEWS. I need more of you to share your talents with us, however. I know we have many talented members who use many and varied software packages and know how to write. Share yourself! Write an article on something you are familiar with relating to Atari or computers in general (or anything else, for that matter). Write a tutorial or review, I don't care!

However if you do write something for the NEWS, I would request submissions in the following format:

Files should be either in First Word format or ASCII (print file) format. The ASCII files may come on 3 1/2" disks or 5.25" disks in Atari 8-bit, ST, Magic, or IBM format. I'll take 'em all!

Please, no left margin, and turn off your right- justify as I hate to have to remove all those spaces spread out through the document.

I would like to have your submissions by the Swap and Copy session on the third Saturday of each month. If you can't make the meeting, you can upload your file to me in 300 or 1200 baud. Call me at (513)439-1993. OR you can upload it to the new ACE INFORMATION SERVICE Ltd. (Our new BBS) at 223-9500. Just make sure you call me and let me know that it's there and where I can find it.

Keep those articles coming. See you at the next MVACE meeting.

Bruce

P.S. Don't forget the First Annual MVACE Picnic on the 30th of August. Read Joyce Kohli's article for more info.

The ST is giving me some pleasant headaches. Just when I start getting the ST library in order, I realize that this ATARI machine can not only run ST software (of course) but now IBM PC and Apple Macintosh plus CP/M and Atari 8 bit software. So how does this affect the ST library? It doesn't, it just means the ST library will be a subset of a much larger library I call the 'ATARI ST RUN ANYTHING AVAILABLE SOFTWARE' library! This means the current library will probably quadruple in size.

Obviously, this 'SUPER LIBRARY' cannot be handled by one person (I will try). For now I can keep track of library organization, but I need software to put into these libraries. As shown at the last meeting, GENIE has a huge number of files available for the IBM and Macintosh computers. There must be people in the club with their own large selection of public domain software for the IBM or Mac. If you are one of these people please contact me so we can 'port' it over to the ST and get it into our library.

Moving IBM software from 5.25" disk format to the 3.5" format is no problem, I have an external 5.25" drive. Reading Macintosh formatted 3.5" disks will not be a problem in a couple of weeks. With a strong IBM and Mac library in our group, along with the current ST library, their is no reason to buy any other computer except a second ST (think MEGA)!

DISK #76

ACCESRY.ARC - Several desk accessories.
COPIERS.ARC - Several disk/file/sector copiers.
DIABLO.ARC - Low res game. You figure it out.
ELDICAD.ARC - Electronics Diagram CAD from the Netherlands.
FACE.ARC - Face Animator. I couldn't get it to run right, but I don't know GFA Basic either.
MOBZPLOT.ARC- 3D Plotting program.

DISK #77

BESTICON.DAT - Icons for STart icon loader.
CLIP_001.ARC - 14 high res tiny clip pictures.
CLIP_002.ARC - More clip art stuff.
DLII.ARC - Incredible disk utilities package.
MOVIE.ARC - Movie Construction Set.
RRAMDISK.ARC - Another reset-proof ramdisk.
SPEAK.ARC - Says what you type. Dutch docs.
SPELL14.ARC - Checks 1st Word and ASCII files.

DISK #78

DRIVER4.PRG - Rev. 4.36 upgrade for Magic Sac.
DSLIDE11.ARC - Latest Deluxe Slideshow.
GBUSTERS.ARC - Music Studio file with Paintworks pic. Lo res.
HD_SCAN.ARC - Hard disk utility similar to Norton Utilities.
PAVANE.ARC - Music Studio file.
PCDITTO.ARC - List of working IBM PC software.
PRINTSET.ARC - Printer control accessory.
RAMBUFFR.ARC - Ramdisk/printer accessory.
ROBONUDE.ARC - Tiny formatted pictures. R-rated.
SLOWDOWN.ARC - Causes the ST to run very slowly.
STABLE.ARC - Convert Wico trackball to ST mouse.
TRDEMRK1.ARC - Collection of old trademarks.(Hi res clip art)
TRDEMRK2.ARC - Another collection of trademarks.
UNPIT.ARC - Unpacks PackIt I,II & III files from Mac. Good for picture files you want to convert with PICSWITCH.
VANITY.COM - R rated picture for PC-DITTO.
ZMAG_ST1.ARC - Zmagazine ST-Report #1
ZMAG_ST2.ARC - Zmagazine ST-Report #2

See you at the next MVACE meeting!

Doug

Computerfest™ '87

Dayton, Ohio August 22 - 23

COMPUTER & ELECTRONIC CONVENTION & FLEA MARKET

Computers User Groups Paper Disks Parts Books New Equipment Software Keyboards

New Equipment Demonstrations Software Keyboards Used Equipment Modems Printers Joysticks

Cables Systems Monitors Talks Disk Drives Paper Seminars Computers User Groups Paper

Features For Attendees

Speakers, Seminars, User Group information and Product Demonstrations
Drawing each day for a Personal Computer *
Hourly Door prize drawing *
Club Booths for many different computers
Dealers from all over the Country will be here
Many private individuals sell/trade excess equipment
Assistance for new owners
* Must be present to win

Location

HARA ARENA
1001 Shiloh Springs Road
Dayton, Ohio 45415
(513) 278-4776

Time & Date

Computerfest™ '87 will be held August 22-23, 1987.
Saturday from 10am to 6pm
Sunday from 10am to 5pm

Computerfest™ '87 is held INDOORS, so don't worry about the weather. We will have over 25,000 sqft of exhibition area filled with great bargains.

Ticket Information & Parking

Admission is $3.00 at the door only each day.
Children under 12 years admitted free with an adult.
Parking is FREE and there is a lot of it.

Dealer Information

Flea market spaces are $15.00 before July 1, 1987 (postmarked), $20.00 thereafter. This includes an 8'x 6' space, an 8' table and 1 chair. End spaces are additional. Professional booths please write. An 8'x8' backdropped booth with side rails and 8' draped table with 2 chairs is $85.00 before July 1. $100.00 after that date. 110 vac and security provided.

For more Information contact:

General Information, Chairman
Terry Morrow
415 Winding Trail
Xenia, Ohio 45385
513-372-6146

Booth Sales
Mark Hanslip
143 Schloss Lane
Dayton, Ohio 45418
513-268-7225

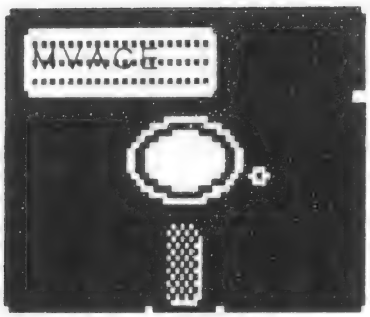
Program Advertising
John R. Hargreaves
1125 Carlisle Avenue
Dayton, Ohio 45420
513-258-2356

Speakers
Tony Snyder
407 W. Fairview Ave.
Dayton, Ohio 45405
513-275-7913

Or Call us for Computerfest™ '87 updates on our BBS 513-293-1754

User Groups Paper Disks Parts Books New Equipment Software Keyboards Used Equipment

DAYTON MICROCOMPUTER ASSOCIATION DMA



A WORD FROM THE 8-BIT LIBRARY

by Earl Breon
MVACE 8-bit Librarian

Did everyone miss my article in last month's MVACE NEWS? Sorry, I didn't get on to Bruce in time, but I am back with new and exciting programs for the 8-bit Library.

In August we will have a game called DANDY. This is a Dungeon-type game that lets you set up your own dungeons and save them to disk. If there is interest, I will put dungeons that members make into the Library so that others can be challenged by them. We will also have a special Graphics disk that will have a password or code to it. Now there will be three ways to get the password: 1.You can try out your hacking and break the code yourself, 2.You can help out the SYSOP (Smitty) and the Librarian (me) by filling out three of the program review forms on three of your favorite public domain programs (this will help the SYSOP and the Librarian to know what you like, and also help us build a documentation library to help members with our programs), or 3.You can stay tuned to your local MVACE BBS where you will find clues under the ACE message base. I have just joined GEnie, so I will try to download a couple of programs for the club each month. I would like the help of other members that belong to the information services to do the same. We've always had the best PD library around... let's keep it that way.

At July's meeting a discovery was made. If you use First XLent Word Processor and have had problems using the search icon, instead of pressing Return like the book tells you, try a Control-Delete. It worked for us. If you have any other helpful hints, write them down and give then to ontario of the officers and they will see to it that they get into the NEWS ..... OR you could write an article for the NEWS.... it would make Bruce very HAPPY if you did.
See you at the August meeting. Earl

MVACE ON-LINE

By SMITTY

After a long absence, I can now sit and find the time to give you news about the new bulletin board.

Our thanks go to the two club members who have loaned their hardware to MVACE to make this information service (BBS) possible.

Now I would like to tell you my feelings about the operation on this BBS. When my wife, Joanie, and I started The Cat House BBS, we were told that to survive in this area we needed pirated files, profanity in message bases and obscene jokes. This is exactly what we found. However, we dared to be different and within less than a year The Cat had become one of the leaders with well over 300 active users. We also had 72 out of state users that were regulars. We believe the contributing factors were new public domain files with documentation that had not been published in Analog, Antic, or been on CompuServe. The message bases were informative and some were on the lighter side. We relied on user input for their likes, dislikes and ideas.

Using the same format for the new ACE INFORMATION SERVICE which MVACE is sponsoring, I believe that we will be the number one BBS in the Dayton area, then we will start working on the rest of the country.

The new service will be the first in the area to accommodate CRC file transfers as well as XMODEM and YMODEM. The user will be able to toggle anywhere between 10 column and 120 column screens while on line. We will also support ASCII and ATASCII which will allow us to support any type of computer.

Included in this newsletter on page 9 is a report on the software.

The hardware for this service includes Atari 130XE (320K), SH204 (20MB hard drive), ICD-MIO (1MB), Avatex 300/1200bps modem, 2 1050 double density floppy drive, and of course a color monitor, printer, and a long phone line.

By next month I will be telling you about all of the new and exciting things (no crashes?) that has happen with our information service.

REM. We need all your help to make this system work. So pick out your favorite program and write a review that we can post on the service. Better yet, put your thinking cap on and finish that program that you started and never got around to finishing.

Type to you later

Gayle (Smitty) Smith
SYSOP
ACE INFORMATION SERVICE
513-233-9500
300/1200Bps 24hr 7day

HELP

BBS New User Information!
& HELP File

New Users on the System should keep this file handy for their future calls. It will aid them in learning the functions on the system.

^S=Stop/Start ^C=Break/Abort
(^ = CONTROL KEY + KEY)

A-Ascii/Atascii toggle translation. (Atari uses ATASCII).
B-Bulletins posted on this BBS
C-Checks for electronic mail.
D-DATE BASE - Help and text files available on this BBS.
E-Enter a message into the system.
F-Directory of files 8-BIT ATARI available on this BBS.
G-Goodbye or log off the system.
H-Help file. This explains the functions of operation on this BBS.
I-Directory of files available for ST on this BBS.
L-Leave E-mail.
M-Private message to the Sysop. See personnel list in DATA Base
N-News and information DATA base.
O-Other BBS phone numbers.
R-Read messages posted in one of the message bases. Use (Z) to change bases.
S-Displays the users status on the BBS.
T-Allows you to select between either 40 col. or 80 col. width.
U-Upload command to send a file to the BBS.
Y-Yell for the Sysop.
*-Will allow you to read only new messages in the message bases.
?-Prints the main menu.

If you need further help after reading this BBS Help file, you should Yell for the sysop or leave a message to him if he is away. Use the [L] key to SMITTY or use [M].

You can DownLoad this file from the DATA BASE [D].

SMITTY

SHOE'S CORNER

by Steven M. Schoemann
MVACE

As most of you know, the motto of Atari Corporation, for the last year or two, has been "Power Without the Price". I would like to suggest a new motto: "Promise Without the Product" sounds appropriate. If any reader has other suggestions, please let me know. I will be happy to print them in this column. For over a year the Atari community has been waiting for the eight-bit 80- column expander and the whole community has been anticipating the new 1200 baud modem. Ever heard of VAPORWARE ??

At one time everyone was talking about the hardware expander to the ST which promised compatibility with the IBM PC? This project has been put on hold. What about the CD ROM? I will admit I never liked the idea of the CD ROM -- There just isn't enough software for it. Currently there are rumors that the MEGA STs and the laser printer have been cancelled. The Mega would be a great loss. The laser printer is no loss at approximately $1500 since other laser printers are already being discounted at under this price level and have memory built into them. The Atari Laser would have no memory built in and would have to be dependent on the Mega for it's memory. It would take at least a two megabyte machine to drive the laser printer.

While I am complaining about Atari, let's mention quality control... something that Atari seems to have forgotten (shades of Commodore). I constantly hear complaints from several dealers I know about the quality of the current STs. Dealers are saying that about 30-40 percent of the machines they receive from Atari are defective. The worst part of this is that in many cases they are not finding the machines repairable and are having to replace the whole mother board. It is interesting to note that this is a dealer expense, and items are received from Atari as is. I wonder at the legality of this. Atari, I am sure, will claim that they give dealers a 4 percent rebate in lieu of a warranty. So the rather puny 90 day warranty of Atari is not even an Atari warranty, but rather a dealer warranty Atari claims that they would like to increase their dealer base from about 500 to at least 5000. How can they expect to accomplish this when they produce "Products Which Won't Perform".

How is the Magic Sac doing? Well, from what I have seen, it certainly works well. Almost all of the major software can be run now. If you feel that you need some Macintosh software, I would advise you to go ahead and purchase the Magic Sac. The developer, David Small, is still improving the product by upgrading the software constantly. The only item which is missing is a disk drive which will read Macintosh disks directly. Let's face it... using a Macintosh so that you can transfer your disks over to your Atari is a great inconvenience. This problem should be corrected shortly when Data Pacific releases a device which will allow you to use your ST drives as true Macintosh drives. Supposedly, this will include the internal drive as well.

For those of you who haven't seen PC-Ditto -- well you should. PC-Ditto allows you to use virtually all of the IBM programs on your ST. Those people who have STs therefore have probably the most versatile computer in the industry. If you wonder how I read all of those 5.25" disks with my ST.... well, your question has been answered in that there are at least two companies in the US which produce plug-compatible 5.25" drives for the ST. There is also some talk of a local Dayton, Ohio company producing a drive for the ST. We should know if this is true by the next MVACE meeting. See you then.
Steve

MVACE VICE

BY MIKE KOHLI

Well this month's article will be short. At the last meeting we tried a new format and I think it worked well. The new format consisted of a theme, discussed generally in the main meeting, then breaking into separate groups, 8 or 16 bit. We used word processing as a main theme and this month the theme will be tele- comunications in preparation for the new BBS. First I hope to have Smitty talk about the progress he is making, before we split into our separate groups. Then we'll have some people talk about how to get on line and what programs to use.

This meeting I hope to added a new part to the meeting. This will consist of a question period without answers, as suggested by some of the members. While the answers will not be given at the time you asked the questions we will ask for volunteers to help questioneer (sic). We will also publish the answers in the next news letter, giving some of you a chance to show what type of talent we have in the club. If it seems like I am trying to get more people involved in the meetings, you're right. I have seen what happens to a group when only a few people dominate the activities. I was very encouraged when at the break two members, Bob Warman and Boyd Bradford, reminded me of their willingness to demo for the 8-bit systems. By September I hope to have a tentative plan for the the next four months. Any suggestions you may have would be welcome so please call me at the number listed on page 2.

We interrupt this article for a word from the boss.....

PICNIC!!

Hi! This is Joyce, and I could use your help. I am putting together the First Annual MVACE picnic for the club.... including spouses and children. The date for the picnic is August 30th and the place is *Caesar's Creek*. We'll start at 12:00 noon and eat at around 2:00. Bring a covered dish, a dessert and your swimming gear (lawn chairs and hibachis welcome, too). The club will provide the meat and pop. I hope to have the details worked out by the August meeting. So I could use any help you can give. Please call me at 274-1996 for suggestions or to help with the planning. If you plan to be there, please call so we have an idea how many will be there. Just one last comment HELPPP! Joyce Kohli

Well this has gone on long enough so I will leave you with one last thought, I encourage you to learn what is new in both the 8 and 16 bit demos, so if you want to see why the 8 bit system is still an excellent system or what the 16 bit system can do, please feel free to go to the demo you choose. Bye for now from your MVACE VICE
Mike

FINAL CES NEWS

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By:NAT FRIEDLAND
ANTIC EDITOR

Broderbund is jumping into the ST marketplace with Art Director and Film Director, a DEGAS-quality paint program that will be packaged together with an animation module for $79.95. This software, originally designed by the Hungarians who did ST Battlezone, is expected to ship in August. Features include: rescale, stretch, distort, bend, bulge, spin, perspective, scroll and spin.

Not quite as far along is the ST version of Broderbund's all-time bestseller, Print Shop. It is due this fall at $49.95 and will be similar to the sophisticated Macintosh version. Also coming from Broderbund this fall is the ST Karateka at $34.95.

Timeworks Desktop Publisher this fall will join the company's ST word processor, spreadsheet and database software.

Spitfire 1940 is an ST flight combat game coming from Avalon Hill this summer. We also picked up an 8-bit review copy of their Guderian wargame.

And back at the bustling Atari booth, we got a look at Bentley Bear Goes To School -- a new ST educational series programmed in Israel and featuring the lovable bruin from the Crystal Castle arcade game. Four titles for grades K-6 are to be marketed within 30 days and there will eventually be some 20 in the series. The animation in each title such as Magical Mathematics is of very high quality and the packages will sell for $19.95 apiece.

OTHER NEWS

This year Atari vice president Leonard Tramiel revealed that a 16-bit graphics workstation is in a fairly advanced stage of development. This would be compatible with the ST but much more powerful. He said that any 32-bit multitasking computer would need to run Unix, but it was a problem deciding which competing version of Unix would be best.

Marketing communications director Neil Harris stated that ST Word Perfect, due in July, runs five times faster than the bestselling IBM version.

Harris explained that Atari's top priority at this particular CES was to revitalize the 8-bit line by packaging a redesigned 65XE as a high-end game system, in direct competition with Nintendo and Sega. That's why the Mega ST and the Atari Laser Printer were not displayed this time. According to Harris, the XE Game System was receiving an enthusiastic early response from mass-market purchasing agents.

OSS MAC/65

Just got the notice on GEnie that OSS will stop ALL shipments of the MAC/65 ROM on August 1, 1987. No explanation, but there it is. Also, OSS is offering a deal for all Atari User Group members as follows.
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San Jose, CA 95129

All orders must be received before July 31, 1987 to be honored.

'Information taken from a message by Marty Albert on "The Express" 'choo choo' BBS in Missouri'
ST-Report (c)1987 Ron Kovacs
July 18, 1987
Issue #3
A publication of Zmagazine Information Network, (201) 968-8148 300/1200 24 hrs. 80 Column ASCII edition available on Gateway BBS, (609) 931-3014 300/1200 24 hrs.

10 Secrets of ATARI

1. Nolan Bushnell, Atari's founding father, originally named the company Syzygy (the sun, moon, and earth in total eclipse). He renamed it to Atari because another company already owned the name Syzygy.

2. Bushnell is generally believed to be the author of Pong, Atari's first game. Actually, Magnavox released the Odyssey 100, the first home video game system, which included a game remarkably similar to Pong, several months before Pong's debut in the arcades in 1972. Years later, Bushnell admitted in court that he had seen an Odyssey prototype on display earlier in 1972. The Odyssey 100 was designed by Ralph Baer.

3. Bally/Midway rejected Bushnell's Pong when he demonstrated the game in its Chicago offices in 1972. Bushnell went back to California and started Atari.

4. Given a choice between Mappy and Pole Position, two arcade creations by the Japanese firm Namco, Bally/Midway amazingly opted for Mappy. Atari had to settle for Pole Position, which went on to become the biggest game of 1983.

5. Gravitar was one of Atari's worst-selling arcade games. So they took the game out of the cabinets and converted them all to Black Widow.

6. Mike Hally designed Gravitar. He recently redeemed himself as the project leader for Atari's spectacular Star Wars game.

7. Rick Mauer never programmed another game for Atari after he did Space Invaders for the VCS. He is said to have earned only $11,000 for a game that grossed more than $100 million.

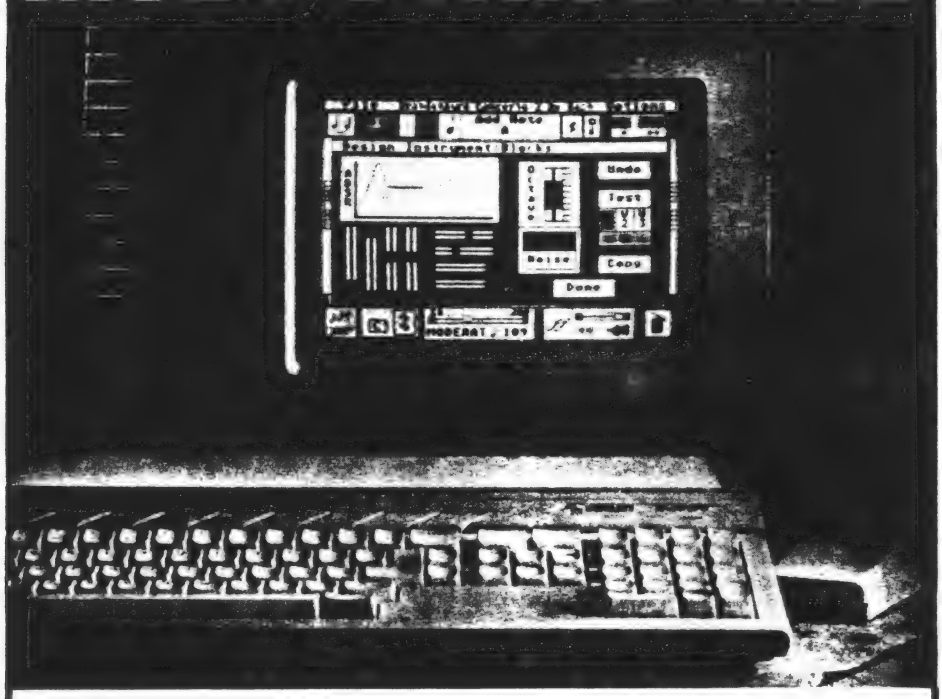
8. Todd Fry, on the other hand, has collected close to $1 million in royalties for his widely criticized VCS Pac-Man.

9. The man for bringing Pac-Man home to Atari- Joe Robbins, former president of coin-op, was severely reprimanded by the chairman of the board Ray Kassar for making the deal with Namco without consulting him. It seems Robbins was in Japan negotiating a legal matter with Namco at the time, and Namco demanded that Atari buy the home rights to Pac-Man as part of the settlement. Pac-Man had yet to take off, but when it did, Robbin's gutsy decision paid off as Pac-Man went on to become the company's best selling cartridge ever.

10. The man for bringing E.T. to Atari? None other than Warner Communications chairman, Steve Ross. So convinced was he that E.T. possessed video game star quality, Ross paid Steven Spielberg an enormous sum (did I hear $21 million?) for the rights to the little extraterrestrial bugger. Designer Howie Warshaw spun the game out in four months, only three million cartridges were sold and Atari began to announce million dollar losses. E.T. is now selling for as little as $5 in some stores.

ZMAG 1987

MIDI STANDARD



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In fact, the editor of Musician magazine, Jack Baird, wrote in the May '87 issue:

> "... the biggest single winner at the North American Music Manufacturers' show was probably not a music manufacturer, but a computer maker ... the incredibly affordable ATARI ST. If 1986 was dubbed the year of sampling, my call is for '87 to be the year of ATARI."

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The OASIS BBS

A Software Review
By Dave St. Martin

"It's time for an upgrade!" said I. Having run an Atari bulletin board that had become one of the "elder statesman" among bulletin boards in San Antonio with virtually the same format for three years an upgrade was more than due, it was a necessity.

Like most SYSOPs, I wanted a system with slick, well-executed features that would make the competition sit up and cry. I began evaluating BBS software in a fashion that many SYSOPs overlook during the search for THE ideal system. This time I looked at systems from the users point of view.

I was surprised at what I had come to desire. Waiting time was the PITS even at 1200 baud. Loading modules, loading messages, waiting for menus to finish listing to enter a command just wasn't cutting it anymore.

Users had become more sophisticated since the good 'ol days. So had I. As a SYSOP my criteria was refined to the point that I had little patience for system errors. This was in line with my philosophy that a SYSOP's time should be reserved for creativity on the system itself and not consumed in the maintenance & repair department.

Having acquired assistant SYSOPs over the years remote functions were important as well as any feature designed to allow ease of maintenance. After reading, talking to SYSOPs, and actually testing several existing systems I settled on the OASIS Bulletin Board System by Renner, Ralph Walden, and Leo Newman.

After five months of use I'm convinced the system is the currently the best available on the 8-Bit Atari line.

In order to cover the OASIS BBS in a systematic fashion let me proceed in a way the average SYSOP will understand. I'll take the system from configuration through daily operation.

-- CONFIGURING --

I obtained my copy of OASIS through Leo Newman of the HELP BBS in Wichita, Kansas and found that it was fully configured for a single disk drive when it arrived. This is a nice touch for that SYSOP just itching to get it "up & running". There were a couple documentation files on the back side of the disk which I promptly printed out and began to follow. It wasn't too long before I found that one of the weaknesses of the OASIS System was the documentation. While adequate in some areas, others leave much to be desired. I find that I read docs a little more closely that most people.

I found the docs to be the single

Continued on Next Page

OASIS - Continued from Page 9

biggest source of problems during the configuration process. Configuring takes longer than most other systems due to fact that there are more support files than most other boards require. The BBS itself is written in DVC/65 (thanks to Ralph Walden) and a great deal of flexibility is gained through the use of the many supporting files. During the configuration process the support files can be defined as either RAM-resident ".RES" files or disk based ".SUP" supporting files.

Obviously placing these on a RAM-disk is advantageous in terms of speed, and the OASIS system is characteristically fast.

There are two files that play key roles in the functioning of this system. SETUP.RES is the primary configuration file. It determines which drives are active, user time limits and privileges, the location of the message bases and how they'll be handled, and the modem configuration. MESS.DAT contains the user prompts and is prime candidate for customization by the SYSOP to meet his/her desires.

For those of you familiar with BBS Express! the system is very similar to one used by that system, and affords a great deal of flexibility.

OASIS is designed for use with Hayes compatible modems, AVATEX modems, and allows for entry of other modems that use reset codes other than that used by these two popular modems. Interfacing is possible with the Atari 850 interface, ATR-8000/8500, and the new MIO by ICD, Inc.

The recommended DOS is SpartaDOS from ICD, Inc. and this DOS has performed flawlessly in conjunction with this system.

Careful configuration can result in a BBS which provides excellent 80-column support, a feature the ST crowd has come to appreciate. This is possible due to parsing of the transmitted text using screen width from 20-100 characters per line. Other options include locking out guests, new applications and 300 baud users on certain days.

-- CAPABILITIES --

Once configured, operation is smooth and extremely fast. Welcome messages for both ATASCII & ASCII callers and optional VT52 color welcome messages for FLASH! users are supported. Bulletins are shown once and then turned off until reset by the SYSOP. Viewing of the bulletins is possible at any time from the main menu.

Download functions are well-implemented throughout. There are actually five primary file areas which can each possess different attributes set by the SYSOP. Four specialized bases can be set for a variety of download methods. These include XMODEM (Both AMODEM style and CRC), YMODEM and Text. The number of options here require that the SYSOP plan well in advance during configuration. The main D/L file area provides for downloading "by the numbers" instead of requiring filenames to be typed in. Filenames are alphabetized by drive, and execution of the protocols is faster than usual thanks to coding in "C".

Eight regular bases and one E-Mail message base are permitted. E-Mail is automatically checked on logon. Checking of all E-Mail entries is also made for valid member names. This checking really solves the problem of misdirected mail that's so common on other systems. I found the message editor to be one area that wasn't as full-featured as those found on other BBSs, but recent upgrades have added parsing and a search and replace function. Operation of the message bases is unique in that there is no POINT-NOTE data to get scrambled (sequential access used?). I've yet to have a message base waxed. Message bases can be limited to any size under 100 messages and access time is slowed somewhat as the bases get larger. A new message feature is quite popular with my users and speeds up each session allowing for more users to call.

Message base compression can be

Continued on Next Page -->

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OASIS - Continued from Page 10

set to occur either manually or automatically. The automated version occurs with each logoff and only in the message bases specified during configuration. Message bases are at the heart of any BBS and the OASIS BBS does an admirable job in this area.

-- OTHER FEATURES --

The board is hot-keyed throughout permitting immediate execution of commands even while a menu is listing. This feature really appeals to experienced users. Online HELP is available for the less experienced folks as are the usual listings of other BBSs. The user can redefine screen width and translation modes at anytime, and short prompts save time for expert users. These parameters are saved in the users profile for future use. A status command permits viewing of privileges, file transfers, and call data. Limited editing is permitted.

-- SYSOP FUNCTIONS --

In my search for the ideal BBS much consideration was given to ease of operation from a SYSOP standpoint. OASIS allows online validation and easy editing of a user privileges. The SYSOP can drop into one of two SYSOP menus that permit most SpartaDOS functions, manual message base compaction, resetting of date & time, and various other BBS parameters. The terminal mode is a feature that sets this board apart from others, and it permits access to the U/L-D/L protocols as well as providing easy modem access.

The wait-ring mode provides a graphic depiction of the number of messages in each base including those that have been deleted. Totals for the number of calls, new messages, file transfers, and type of callers is also provided. The SYSOP can electively lock out guests, new P/W applications, 300 baud callers, and toggle the chat mode to ring for the SYSOP or state their absence. Online time, file transfer status, and current date/time are also provided in the well thought out display.

Validation of passwords can be accomplished either online or through the use of a password editing utility. The utility permits searching based on call dates, and other utilities produce an alphabetized SYSOP P/W listing or user list for posting on the BBS. Sorting of the listings is extremely fast thanks to the speed of the "C" language. I might add that no knowledge of "C" is necessary to use this system.

With a user online the SYSOP can reset elapsed user time to zero, send a user through the password application, and log the user off politely or rather abruptly. In the chat mode four SYSOP definable macros can be sent through a simple control key sequence. This permits the standard phrases like "Catch 'ya later..." and "Validating your P/W..." to be sent with ease. A SYSOP may also read the E-Mail base as a regular message base. This permits easy maintenance. All messages may be deleted, undeleted and locked. There are two SYSOP levels to permit limited access for assistant SYSOPs if desired.

From an operators standpoint the OASIS system is superior to all other bulletin boards I've seen to date, and this was the decisive factor in my decision to reconfigure with OASIS.

-- SUPPORT --

Product support is something that has come to mean a lot to me. In most cases it's all hype. I'm pleased to report that support for this system, by way of the HELP BBS (316-683-7514), is nothing short of excellent. Upgrades are frequently posted for downloading by registered SYSOPs and mainly consist of new features and occasionally a fix for a bug. In terms of reliability the OASIS system is hard to beat. I have yet to have a system crash that I could attribute to the board itself - most were created by yours truly.

To a harried operator like myself, I prefer jazzing up the BBS to troubleshooting. This system delivers reliability at a level to which I'm totally unaccustomed.

-- CONCLUSIONS --

The users of any bulletin board are the bottom line when it comes to evaluation. From them I've heard nothing but praise for the system. My users have crowed about this system to other SYSOPs in the area to the point four other boards have made the conversion. The other SYSOPs feel the same as I do about this system -- in a word "OUTSTANDING!".

Despite a lengthy configuration process and weak documentation the OASIS Bulletin Board System remains, in my opinion, the best available for the 8-bit Atari. I have recommended to some first-time SYSOPs that they consider another system due to the above, but for the experienced system operator it sells itself. Ohio yes, I almost forgot -- the cost? -- all of $15.00!

OASIS Bulletin Board Software is available through:
Leo Newman - The HELP BBS in Wichita, Kansas (316)-683-7514

To order send a Money order for $15.00 to:
Leo Newman
3900 N Woodlawn #17 Chisholm
Wichita, Kansas. 67220

The above mentioned documentation problem has been corrected in new updated documentation that is being supplied with the OASIS Bulletin Board..

I might also point out one other minor mistake in this review, the BBS was written with Mac C/65, but all support files were written in C.
(Ed: This is the BBS software used on the MVACE BBS) •••••••

Even MAX says that the ACES are AWESOME!

Treasurer/Secretary Sideline

By Marty Freed

As I discussed in the last month's newsletter, I was working on a new set of by-laws. Well, the by-laws are complete and are attachedas part of this column. Please, look them over. They will be brought up for a vote at the next business meeting. By the way, I want to thank the officers for their comments on the by-laws, especially Bruce Hansford.

Our membership continues to grow. Over the last month, the club brought in several new members as well as renewals of all the members that were due to renew. All in all this is a very good sign. Remember to pass your newsletter around. This, as well as your own ambassadorship, attracts new members. I want to welcome on behalf of the club the following new members:

Andy Salisbury - Fairborn
Jeff Engle - Beavercreek
Jon Fordyce - New Carlisle
Mike Phillips - Dayton
Dan Steffen - Englewood

I want also thank the following members who have renewed:

William Randolph
Frank Schaaf
Larry McGrew

The following are the
PROPOSED BY-LAWS
for MVACE

MIAMI VALLEY ATARI COMPUTER ENTHUSIASTS
Rules and By-Laws
March, 1982
Constitution for the
Miami Valley Atari Computer Enthusiasts
Dayton, Ohio

Article I: OBJECT AND PURPOSE

1. To promote the use of Atari Computers.

2. Educate the members in computer system skills including the use of languages, hardware and software products concerning Atari computers.

Article II: NAME

1. The organization shall be known as the Miami Valley Atari Computer Enthusiasts (MVACE).

Article III: ETHICS

1. The organization will not under any circumstances condone any act(s) of piracy.

Article IV: AFFILIATIONS

1. The Miami Valley Atari Computer Enthusiasts is in no way affiliated with the Atari Corporation.

2. The organization is non-profit, non-political, and non-sectarian.

3. Anyone interested in Atari Computers is welcome to join our organization.

Article V: MEETINGS

1. The organization's meeting place is C.A.Y.A.C. (Kittyhawk School), 5758 Harshmanville Road in Huber Heights, Ohio (just two blocks south Powell Road intersection).

2. The business meeting shall be held on the second Saturday of each month unless otherwise indicated in the newsletter or by phone call.

3. The officers' meeting shall be held directly after the business meeting.

4. Swap and Copy sessions shall be held on the third Saturday of each month.

Article VI: NEWSLETTER/MEMBERSHIP

1. Any person joining the organization shall automatically receive the organization's newsletter for the period of membership.

2. The period of membership is one year.

3. The membership dues is $20.00 for new members and $15.00 for renewals.

4. The membership dues shall only be used for covering the expenses of the organization such as the newsletter preparation and distribution, electronic bulletin board maintenance and upgrade, software library maintenance, and other expenses that are deemed necessary by the board of trustees to maintain the objectives of the organization.

ARTICLE VII: ELECTION OF OFFICERS

1. A quorum shall consist of members of the Board of Trustees.

2. Officers shall serve a term beginning the second Saturday of April until the second Saturday of April of the following year.

3. Nominations from the membership at large will be accepted at the business meeting held in March.

4. Election of officers will be by written ballot.

a. In the event that a nominee is unopposed for office, a show of hands may elect that nominee.

b. Officers shall consist of: President, Vice- President, Treasurer/Secretary, Newsletter Editor, Librarians, and Electronic Bulletin Board Sysop.

c. Election of officers shall be held at the monthly business meeting in April of each year.

d. A majority of the votes cast shall suffice to elect a nominee to an office.

ARTICLE VIII: RESIGNATION AND REPLACEMENT OF OFFICERS

1. If the President cannot complete the term of office to which he/she was elected, the vice-president will assume the office for the remainder of the current term.

2. A special election will be held in accordance with ARTICLE VII to fill any other vacant office for the remainder of the current term.

3. The departing officer shall immediately collect any money or property belonging to the organization that is under his/her control and transfer control of them to the treasurer/secretary.

ARTICLE IX: DUTIES OF THE OFFICERS

1. President

a. Shall call to order, conduct, preside over, and close all meetings.

b. Shall supervise all raffles or drawings.

c. In general, see that the organization functions smoothly and conducts itself according to its purpose and guidelines.

2. Vice-President

a. Shall function as president in the

president's absence.

b. Assist the president in conducting all meetings.

c. Must be ready to succeed to the office of president if that office is permanently vacated.

d. Shall select software, hardware, and lectures to be presented at the business meetings and schedule them with the approval of the president.

3. Treasurer/Secretary

a. Shall keep the minutes of the business meetings, board meetings and conduct all correspondence.

b. Shall receive all money such as membership fees, coffee fund money, and library fees.

c. Shall maintain the organizations books showing all amounts received and dispersed and shall report to the organization on the state of the treasury.

d. Shall have all the books, ledgers, and checkbooks available at all the meetings and subject them to audit when requested by the board of trustees.

e. Shall disperse all monies required to cover all organization debts.

4. Librarians

a. Shall maintain all public domain software acquired by the organization and make it available to all members when ordered and at the monthly swap session .

b. Shall maintain the commercial software library.

c. Shall make available all articles and books purchased by or donated to the organization for its members.

5. Newsletter Editor

a. Shall compile the newsletter.

b. May act as a representative of the organization in order to procure monies for advertisement or paid articles to be published in the organization's newsletter.

c. Shall publish the newsletter on a monthly basis.

d. Arrange for any organization advertising.

6. Bulletin Board Sysop

a. Maintain and control the organization's electronic bulletin board system.

b. Organize the member support for bulletin board activities.

c. Assure that no pirated software is transferred through or maintained on the bulletin board system.

ARTICLE X: BOARD OF TRUSTEES

1. A quorum of the board of trustees shall consist of a majority of its members.

2. The Board of Trustees shall consist of the following:

a. President
b. Vice-President
c. Treasurer/Secretary
d. Librarians (16-bit and 8-bit)
e. Newsletter Editor
f. Bulletin Board Sysop
g. Former Presidents

3. Duties of the board shall be to consult with the President, and advise and vote on all matters concerning the membership and the business of the organization.

4. A board member may be replaced after two (2) unexcused absences.

5. Has the right to revoke any membership.

ARTICLE XI: MEMBERSHIP OBLIGATIONS

1. Applications for membership in the organization shall be submitted to the treasurer/secretary to be placed on file.

2. Applicants are allowed three visits before a decision on joining the organization must be made.

3. No member should discuss organization business outside the business meetings.

4. All group discounts on products offered to the organization shall shall be available to all members according to the requirements of the discount.

5. Any commercial or business announcements made at the business or swap meetings must be approved by a majority of the board trustees.

ARTICLE XII: DISBANDMENT OF THE ORGANIZATION

1. The remaining members of the Board of Trustees may, with good reason, put forth a motion to disband the organization.

2. A minimum of four (4) board members must approve this motion or the motion will be dropped.

3. If such a motion is carried and approved, all members of the organization will be notified by mail of a vote for disbandment, at the following month's business meeting.

4. If attending membership meets quorum and the vote by the membership favors the motion for disbandment, then the organization will disband.

5. All properties owned by the organization shall be collected and brought under the control of the Treasurer/Secretary and he/she will donate the properties to a charitable organization or convert the properties to monies by an organization auction, whichever the Board of Trustees desires.

6. All monies both those available prior to an auction of any organization property and those accrued as a result of the auction shall be dispersed to all the members equally after all expenses are paid in full.

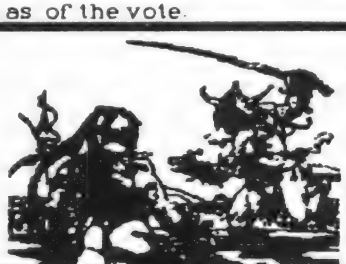
ARTICLES XIII: AMMENDMENTS OR ADDITIONS TO BY-LAWS

1. Any amendments or additions to these by-laws must be submitted to the board of trustees for approval and voted upon by the membership at the next business meeting, after publication in the organization's newsletter.

2. A majority of the membership representing a quorum at this business meeting voting in favor of the amendments or additions to the by-laws shall be sufficient for their adoption into the by-laws.

3. Upon passage of the amendments or additions, the by- laws will be modified immediately by the Treasurer/Secretary.

4. The amendments or additions shall be in effect as of the vote.



<----- Is this the Sword of Kadash? Turn the page and read about it....

Sword of Kadash

Reviewed by Kervyn Mach
MVACE

Abandoned by your guide, you are stranded in an endless Persian desert with only a water bottle. As you wonder how long it will be before your bones join the countless others there, you are taken captive by a band of desert warriors. They give you a choice. Either you retrieve the enchanted Sword of Kadash from its hiding place in the catacombs under the Fortress of the Dragon or they will kill you on the spot. Any other treasure you bring out of the catacombs is yours to keep; they want only the sword, which is sacred to them. There's only one catch. No one has ever come out of the catacombs.

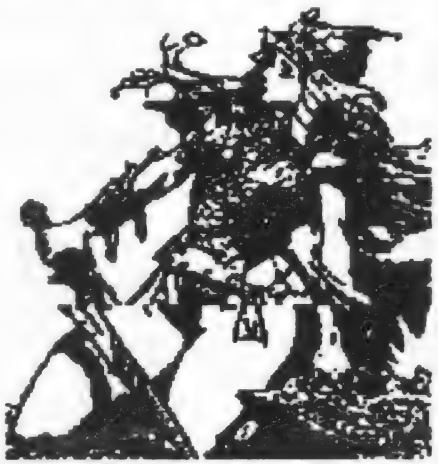
That's the scenario of the Sword of Kadash, a fantasy adventure from Penguin Software. Originally written for the Apple and Commodore home computers, it has been adapted for the Atari ST and lists for $39.95, although it is available from at least one retailer at $18.95. Its ancestry is evidenced by the instruction sheets and the screen graphics. The main sheet mentions the Apple and Commodore computers and gives the details of play, while a smaller sheet gives the particulars of ST use. Screen graphics take no advantage of the resolution of the ST screen; what you get are Commodore 64-style blocks with stairstep diagonals.

Play begins as you stand at the entrance to the catacombs with your captors behind you. Before entering, you can choose to guide your character through the maze with the keyboard (the L key and the 8 keys surrounding it), the mouse, or a joystick. The joystick, being the most natural of the three, is easily the most satisfactory. If you choose the mouse (Control M), a small circle with a dot in the center appears at the lower right of the screen. You guide your character by moving the mouse, which shifts the dot about in the circle. The character moves in the direction the dot shifts. Control K gives keyboard control, which is the default, and Control J gives joystick control.

Play proceeds as is usual in games of this type. You are initially armed with dagger, but may pick up other weapons as you find them. All weapons can inflict damage at a distance; this is depicted by darts traveling across the screen and by a sound like Dirty Harry's 44 Magnum. Be carefull The darts can ricochet and if they hit you, you can lose some of your initial 2000 hit points. Along the way you will encounter various snakes, spiders, bats, ghosts, etc. You may engage them in combat, either from a distance with your current weapon, or hand-to-hand.

You gain experience points from the damage you inflict on them, but you lose hit points from the damage they inflict on you. When your 2000 hit points are gone, so are you. Some treasures will add to your hit point total, but you'll see the death's head sooner than you expected. You are automatically reincarnated a certain number of times, depending on your experience level. You lose all weapons except the dagger, and all treasure. A push of the space bar starts you off with 2000 new hit points at the spot you died. Better luck this time!

For the last word in critical evaluation, I sought the comments of my teenage son and some of his friends. Their reaction: "Ho-Hum. Swords of Kadash is about average for games of this type, with no outstanding qualities either way." So, if you already have a hunt for treasure in the dungeon game, you probably wouldn't want to buy this one. On the other hand, if you're thinking of buying one, you might settle on Swords of Kadash. I did.



ST DISK DRIVES INSIDE AND OUT

by Abacus Software Inc.
Reviewed by Dan Catterlin
MVACE July, 1987

I think a better title for this book would be "Everything You Always Wanted To Know About Disk Drive", but I guess that is a little long isn't it. Well with over 400 pages, this book is long and packed to over flowing with stats and information about your ST disk drives. Some of the information was very useful, but other parts where a little too technical for me. (I'm a computer user not a electronics specialist.)

The book starts off at a beginners level with a basic explanation of how data is stored on a disk, the structure of a disk with it's tracks and sectors and toward the end becomes very technical revealing many secrets of the 3 1/2" floppy drive, the hard disk drive, and even ram disks. You really get the grand tour of how the computer works with the drive to store and retrieve that data we all just take for granted. For the serious programmer there is all the software and hardware information to let you make the best use of your disk storage. Some of the topics covered in this book are File Structure and Organization, Access to Sequential and Random Access Data Files from Basic, Pascal, C, and Fortran, Basic Input and Output Systems (BIOS), Direct Memory Access (DMA), Disk Formats, And Disk Controllers. Information is also included about the cable connections and pin functions of all important hardware locations. Even information on how to hook-up a 5 1/4" floppy drive to your ST. This maybe valuable information when a good IBM-PC emulator hits the market.

There are even several useful program listings for those people ambitious enough to type then in, or you can buy the optional diskette with every program in the book already on it. These programs includes a simple Data Base program, a Ram Disk program, a Disk Editor, and a extended Format program to name a few.

If you need an outstanding technical reference manual for the ST disk drives listing all the information you could ever use about disk drive, this is the book you have been waiting for. I would recommend this book for any serious programmer who wanting to get the most out his drives and with a price of only $24.95 (as low as $16 mail order) it's not that costly. But for the beginner there are other books better suited to your skill level.

MVACE
ST DISK ORDER FORM

Disk Price
$3.00 (Members)
$5.00 (Non-Members)

Disks requested

Your Name_____

Disk No._____ Price: $_____

Disk No._____ Price: $_____

Disk No._____ Price: $_____

Disk No._____ Price: $_____

Totals: _____ **Price: $** _____

Bring this form to a meeting or send to:
Doug Hodson, ST Library, 4953 Westmoreland Ct., Apt. A., Dayton, OH 45431

MVACE
8-BIT DISK ORDER FORM

Disk Price
$2.00 (Members)
$4.00 (Non-Members)

Disks requested

Your Name_____

Disk No._____ Price: $_____

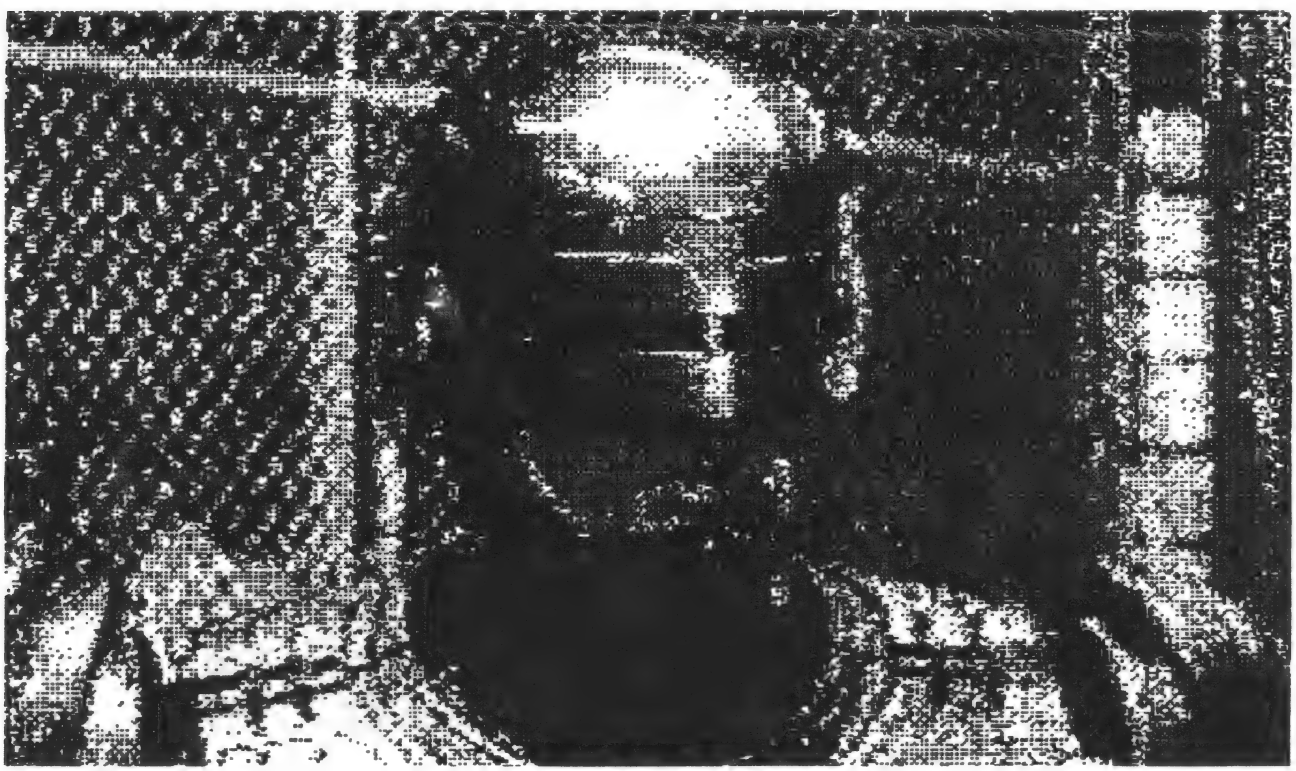
Disk No._____ Price: $_____

Disk No._____ Price: $_____

Disk No._____ Price: $_____

Totals: _____ **Price: $** _____

Bring this form to a meeting or send to:
Earl Breon, 6107 Farmborough Dr.
Huber Heights, OH 45424



ROBOCOP SAYS: "DO NOT FORGET COMPUTERFEST ON 22 AND 23 AUGUST. DO NOT FORGET THE MVACE PICNIC ON 30 AUGUST. DO NOT FORGET TO WRITE THOSE REVIEWS AND ARTICLES. THANK YOU FOR YOUR COOPERATION, AND HAVE A NICE DAY."

MVACE MEMBERSHIP FORM

NEW _____ RENEW _____ DATE _____

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP CODE _____

TELEPHONE _____

COMPUTER(S) OWNED _____

EXTRA DRIVE(S) _____ HARD DISK _____ PRINTER _____ MODEM _____

FAVORITE PROGRAMS _____

IF NEW, HOW DID YOU HEAR OF MVACE? _____

I agree to abide by the bylaws of the Miami Valley Atari Computer Enthusiasts (MVACE)

SIGNATURE _____

BRING THIS FORM WITH $20 FOR NEW MEMBERSHIP OR $15 FOR RENEWAL TO ANY MVACE MEETING OR SEND IT TO THE MVACE TREASURER: MARTY FREED, 5565 BARBANNA LANE, DAYTON, OH 45415.

The MVACE NEWS
& Newsletter Exchange
Bruce Hansford - Editor
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DAYTON 1987

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8 Crescent Road
Pine Brook, NJ 07058

CLUB

B.A.S.E

P.O. Box 33
Bloomington, Il. 61701

AUGUST, 1987

VOL: 6 ISSUE 8

Meeting Location: Bloomington Public Library
205 E. Olive St., Bloomington, Il.
Regular Schedule: 2nd Thursday of every month

Next Meeting: AUGUST 13,1987, Thursday Time 7-9 p.m.

The BLOOMINGTON ATARI SYSTEMS ENTHUSIAST (B.A.S.E.) is a non-profit, independent computer users group not affiliated with ATARI, CORP., 'ATARI', and specific references to products and model numbers are copyrighted by ATARI,CORP. No financial support is received from ATARI,CORP. Membership dues are $10.00 per year, mostly to cover newsletter expenses.

B.A.S.E. maintains Public Domain Libraries for members in good standing.

B.A.S.E. does not condone or solicit pirating or any illegal use of non-public domain software or hardware.

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Commercial advertizing will be accepted with prepaid copy. Rates are $20.00 full page, $10.00 half page, $5.00 quarter page, and business cards $2.50.

Membership advertizing will be accepted for free.

Newsletter articles must be submitted to the editor by the 25th of the month to be included in the next newsletter. Articles received after the 25th will be held for the following newsletter. Articles must be submitted on a disk using Atariwriter or Atariwriter Plus or First Word. Printed articles will receive a free public domain disk of their choice for contributing to the newsletter. You may receive assistance with preparing your article by calling me at 452-1334 evenings or 827-4909 at work.

This newsletter is created with an ATARI 1040ST, FIRST WORD and printed on a STAR NX-10 printer.

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Newsletter library:	Brian Green	662-4077

1987 Meeting Schedule

B.A.S.E. will end its' traditional 1st Thursday meeting in 1987. We will move to the 2nd Thursday of each month with the exception of October. We will meet on the third Thursday in October.

August----13-Thursday
September-10-Thursday
October---15-Thursday***
November--12-Thursday
December--10-Thursday

We must keep magnetically operated devices away from the disk drives. This includes telephones, monitors, modems, and, of couse, magnets.

At this point we should discuss the way the data is placed on the disk. The disk is divided into sectors and tracks. The sectors are pie-shaped areas. The tracks are concentric circles on which the head travels; it can jump from track to track to access data. The tracks and sectors are encoded on the disk when you FORMAT it. The sector it is on at any given time is determined either by reading a signal on the disk for track zero and counting around (soft sectored), or by reading a hardware device such as a light beam and detector indicating the tiny hole just off center on the disk hub and counting around (hard sectored). Why should you care about this? The positioning of the head will obviously be quite critical. In order to access a specific track, it must move a precise distance. If you want to write disks only YOU can read, treat your drives roughly. Soon the positioning accuracy will be off and another drive will not be able to find your tracks! Re-alignment takes a special instrument and should be done by a reputable repair shop. You should ALWAYS keep a back-up disk of any files you do not want to lose. Disks do wear out!

There are commercial products on the market such as Diskette Drive Head Cleaning Kit which removes debris (dust, dirt, smoke and oxide particles from the read/write heads in 30 seconds. The kit provides for 15 cleanings. (CompuCentre has one for $19.95 while Altair Electronics did not have one in stock at time of this writing.)

This will give you an opportunity to buy a kit together with some of your computer-friends and share the cost.

The decision is yours; for my money I think that prevention is still better than a cure so I will buy a kit!

August Bits and Pieces
by Brian Green

Due to several repeated attempts to crash my BBS, and several users unwilling to give valid information at logon time for user verification, the Green Acres BBS is permanently closed.

However, there is still one good BBS left in Bloomington/Normal to call. Prairie BBS now has INFO-MAT magazine and ZIP-BEEP in on-line sections for users to access. Give Prairie a call at 309-662-6941.

INFO-MAT contains information about the computer industry, hardware, and software releases. INFO-MAT is published weekly. ZIP-BEEP is a monthly humor magazine. The Sysop on Prairie informs me that several enhancements are being planned to continue to make this the best BBS in B/N.

An item from the June 1987 newsletter from JACE (Jacksonville Atari Computer Enthusiasts) reports that Atari will market a 520ST-FM. This will be a 520ST configured as a 1040ST. The 520ST-FM is designed to compete with the Amiga 500.

The July 14th issue of INFO-MAT reported that Mindscape, Inc. will publish home computer versions of the Atari arcade video games. Titles mentioned

are Paperboy, Gauntlet, and Road Runner.

The July 28th issue of INFO-MAT reported that there is new CAD software for the Atari ST machines. Migraph, Inc. has 2D and 3D engineering packages with extensive editting and display options now available.

Floppy Drive Upkeep
by Dave Beale

Reprinted from RUGAC (Riverside User's Group for Atari Computers) July/August 1987 newsletter

Floppy disks are quite rugged devices. They operate much like a tape recorder. The head, the device which 'writes' on the floppy media, is placed against the ferric oxide covered disk (in the cover you see and handle), and the disk is rotated, usually at 300 RPM. The 'writing' is done mangetically with a change in field polarity (say from North to South) indicating a data bit. The actual data is encoded to minimize the changes in polarity and therefore maximize the amount of data per length of track.

We must keep dust and debris on the disk surface to a minimum, so the head maintains best contact with the disk at minimum wear. Always store you disks in a closed container to keep dust buildup to a minimum. Never touch the disk 'media' surface (the oxide coated surface is the 'media' surface) as the oils in your skin will contaminate it. The heads of a floppy drive may be cleaned once or twice a year. The safest way is to use the cleaning disks, often available free in boxes of diskettes as a promotional deal.

Presidents Report
by Richard L. Raper

Well it's August and back to school for many of our children and for some of our members. School time usually means that the computers come back out of the closet. Have you put yours up for storage this summer? I didn't put mine up but when I moved to Danville I didn't even have a table to put one on. While the house is being remodeled there is too much dust around. As I get closer to painting it's time to get my system back into operation. Ron brought my 520 down this weekend so I could crank out the newsletter.

News about ATARI arrived in July announcing the opening of a new CENTRAL MIDWEST REGIONAL OFFICE for dealers. I am pleased to welcome Bill Griffin to the area.

Please welcome Harlow Bower, Cerro Gordo and J. Nashland, Mt. Zion as new members of B.A.S.E. I missed them last month when I used the old mail list for June.

Anyone wanting to reach me in Danville can write to 1134 Wilkin, Danville, Il. 61832 or call me at 217-446-8035. Ron will be closing the store on Sat. Aug. 15 since he is returning to school the 23rd.

Officer nominations are about to begin. See me about any positions you may be interested in. I can tell you that it is a lot of fun to be President of a user group and it doesn't take that much work. Jump in and volunteer.

August 8-bit Disk Of The Month
by Brian Green

The August 8-bit disk of the month features the following programs:

Side 1

GAMBLER.BAS - Be the first to build your bankroll to $1000. This game was downloaded from PeopleLink.

FIREWORK.BAS-This graphic/music demo features classical music by Handel. The graphics are weak, the music is very good. This was downloaded from GEnie.

AXELF.BAS - This is a neat music demo of the theme from "Beverly Hills Cop". This was downloaded from GEnie.

PROTOUR.BAS - This is a good strategical golf simulation for 1-4 players. This was downloaded from GEnie.

Side 2

Side 2 of the disk are archive utility programs downloaded GEnie. This side of the disk should be booted with disabled BASIC.

ARCX12.COM - This is the de-archive program for the 8-bit computers. Load the program thru DOS Option L.

ARC12.ARC - This is an archived file containing:

READ.ME - This is an info file on changes in the 1.2 version of the program.

ARC8.TXT - This is the doc file for using ARC12.COM.

ARC12.COM - This is the archive program for the 8-bit machines. Load the program thru DOS Option L.

Use ARCX12.COM to process the ARC12.ARC file.

THE ESCAPE

Volume 6, Issue 2
August, 1987

LITTLE ROCK ATARI ADDICTS

An Independent ATARI Computer User Group

MONTHLY MEETING INFORMATION

The monthly meetings of THE LITTLE ROCK ATARI ADDICTS are open to the public and are held the third Saturday of each month from 6 P.M. until 10 P.M. The meeting place is the Bridge House, located at the corner of Hawthorne and Durwood streets in Little Rock.

The ST-SIG (Special Interest Group) meeting starts promptly at 6 P.M. at the Bridge House in Little Rock. The XL/XE SIG meeting starts promptly at 7 P.M. (immediately after the ST-SIG Group).

THE LITTLE ROCK ATARI ADDICTS is dedicated to making Atari personal computers, software and peripherals more productive, useful, and fun for their owners.

****

PIRACY OF COPYRIGHTED COMPUTER SOFTWARE WILL NOT BE TOLERATED AT GROUP MEETINGS OR OTHER CLUB FUNCTIONS

****

HELPFUL TELEPHONE NUMBERS

Keith Steensma.....985-2131
Sandra Carlisle.....224-0930
Nick Kohut.....771-2070
Randy Harrington.....225-0213
Ken LeGrow.....982-1879
John Washok.....982-5127
Gene Miller.....897-4057
John David McFarland III.....227-9542
Jim Golden.....758-4672
Steve & Milyn King.....835-8372
Joe Felix.....758-8026

****

In this months issue of ESCape . . .

DBASIC for FREE?????
XL/XE and ST Library Update
MoonMist Review by Milyn King
8-BITS by Nick Kohut
PC-DITTO Early Review
ALL THE FUSS by Keith Steensma

NEXT MEETING

Several meetings ago, I had the pleasure of showing one of the neatest public domain programs that I have seen. The program was a direct implementation of the infamous television program "Wheel of Fortune". That particular version was for the ST; now it's for the XL/XE also. But I'm not going to get to show it. That privilege was 'stolen' away from me by Joe Felix. But I promised him that I would give him some in-depth pointers and playing techniques', so feel assured that he'll be 'up-to-speed' on this game.

Ever wonder where all your dollars go? Just can't seem to make sense out of that checkbook? Is the wife making all kinds of mistakes in adding 1 plus 1. Steve Davis has found the answers to the first 2 of these questions. He can't solve the last problem nor can he find more dollars for you, but he will sure be showing how to keep up with things in a little more sensible manner. Find out how he does it and still stays sane.

During the ST SIG meeting, many of us will finally get some flying lessons. Let's see now, which way to Chicago? And then which direction do I go if I wanted to get over to Denver? Steve King will demo a recent release from ANTIC that will do the job for you. THE NAVIGATOR makes getting around so much easier!

With the weather this HOT, it's hard to start thinking about football (but their doing it anyway), but it's right around the corner. Want to see the latest in football simulations? Want to make up your own plays? Want to change plans in the middle of the action? Jim Golden will challenge all comers - bar none - to a confrontation. Are there any takers out there?

Now for me, give me a sword and let me do battle against any monster that comes along. Let me hack my way down the path - slaying all the dragons as I go. Barbarian is just that kind of adventure. Ken LeGrow has taken some hints from the pros' (me!) and will show off his talents with a sword. The graphics are great and the play action is excellent. Maybe he won't get killed!

COME ON OUT AND SUPPORT YOUR CLUB.

P.S. ST-owners need to make it a point of coming out. At least 5 additional copies of DBASIC will be given away. The drawing will be by CLUB MEMBERSHIP CARD!!!! Remember to bring a CURRENT membership card with you (or see Gene Miller before the meeting; he has lots of them; pun intended).

ST-users desiring a copy (the newest version) of the DBASIC program (compliments of DTACK Grounded, Inc.) should bring a blank disk to the meeting (or be prepared to pay $2.00 to the club for a blank).

Bye and bye (and bye again), the Club has received 2 updates since the original distribution was made to everyone. Some changes have been made (the backspace key now backspaces) and two new programs have been added that will allow transferring data from and to a regular Atari TOS disk.

****

XL/XE MEETING MINUTES

Well another column to do, let's see, were do I begin. Oh well, here goes.

At the last meeting of the XL/XE users, I demoed a new program from the club library by the name of "Starlords". What it is about I don't know, yet. But I am going to find out.

The way the program started, it looked like a pretty good game. The initial screen's graphics were pretty impressive. Once you get past the opening screen, the real fun begins. You are asked a series of questions, such as number of players, are any of them aliens, how many worlds, how many turns, your name and such. Once you get past this screen, you are presented another screen with different shaped ships on it. You choose one of the ships by using the joystick. Once you do this, other things happen. What, you ask, happens? I don't know! This is were my frustration really shows. After a couple of hours of fighting with the program, and a couple of hours of watching a three-year old tear up the house, I was no further into the program then the opening screen. This would be a pretty fascinating program if I knew how to use it. The program offers the ability to save your game in progress so you can come back at a later time and resume play. You can even change worlds, but how to do this, I don't know. What is the premise of the game? Apparently it is to conquer a world or worlds. A lot of work went into designing the program. The graphics are good, and what I saw of later screens was good. But how to get to these screens, I don't know. This is one instance were the documentation is a critical part of the program.

If anybody knows about this program, or knows were I can get some information on it, please let me know. I am very frustrated trying to use it.

The next person to demonstrate a program was Charles Voss. Charles presented us with a fascinating example of "Turbo-BASIC". As most of you already know, Turbo-BASIC is a very fast BASIC programming language. It offers more BASIC commands than the current BASIC language, plus a compiler and a run-time module. Turbo-BASIC runs much faster than the current BASIC. But using the compiler that comes with Turbo, you are able to compile your regular BASIC programs to give some real speed to programs. If any of you are interested in an advanced programming language, you should really look into using the new Turbo-BASIC. A unique thing about Turbo-BASIC is that it is a public domain program. The only bad thing about Turbo-BASIC is that some of the error messages show up in Dutch rather than English. This is because the program came to the U.S. from Europe.

I would highly recommend this BASIC for anybody who is doing programming. It doesn't run as fast as assembly language, but it gives the program a run for it's money.

Until next month.
Asta la Bye Bye
Joe Felix

****

ST MEETING MINUTES

Minutes for the ST meeting were not available at deadline. The Club understands the importance of the family and the priorities that each of us have in our lives.

****

The following disk have been added to the XL/XE Library:

XL/XE DISK #144
UTILITY & EDUCATIONAL

BOWLER.BAS: An individual bowler score keeper. Read BOWLER.DOC for complete instruction. Transfer to separate disk and rename to MENU.

BOWLER.DOC: Complete documentation for BOWLER.BAS.

BOWLER.SYS: Change name to AUTORUN.SYS. Will load BOWLER.BAS after you change BOWLER.BAS filename to MENU. All three bowler files should be transferred to a separate disk.

MATH.BAS: ANTIC JAN 87. Math Attack helps students of any age to add - subtract - multiply - and divide. It offers a choice of flash cards or a self grading test.

MATH.TLK: ANTIC JAN 87. Works with the hardware adaptation of the Atari computer explained in ANTIC.

DOORPRIZ.BAS: Winning raffle numbers are picked and displayed by the door prize program. It's just the ticket for Atari Users Group Meetings which hold monthly raffles. ANTIC JAN 87.

DOORPRIZ.TLK: Talking version of DOORPRIZE. Full documentation in ANTIC JAN. 87.

XL/XE DISK #145
GAMES

TYPETALK.TLK: ANTIC JAN 87. Program to go along with ANTIC's hardware fix to give you speech on your Atari.

REBOUND.BAS: Diabolical maze chase features flashy graphics, fast action and a typically demented storyline. Works on Atari's with 32 K memory. ANTIC JAN 87.

ROULETE.EXE: Binary file. ANTIC FEB 87. See ROULETE.DOC for instructions.

ROULETTE.DOC: Documentation for ROULETE.EXE.

FOGGER.BAS: Check the readability of your letters, reports and term papers. The San Francisco fogger analyzes your text files and measures the clarity of your writing. ANTIC FEB 87.

SLIDES.BAS: Learn to use the extra 64K memory in your 130XE.

CHARLIE.EXE: Binary file. ANTIC FEB. 87. Electric Charlie is more than just a demo of how to program a memory-resident pop up window for Atari 8-Bit computers. It automatically displays useful explanations of any error number message you might encounter while writing your own programs.

REBOKIT.BAS: Rebound Construction Kit. ANTIC FEB 87.

QUATRO.BAS: QUATRO is a colorful computerized version of Blind Man's Morris, the traditional strategy game where you beat an opponent by lining up four pieces in any direction.

XL/XE DISK #146
GAMES & UTILITIES

MULTIAUT.BAS: Multi-autorun 27 files at your fingertips. With MULTIAUT.BAS you can automatically load as many as 27 binary AUTORUN files under DOS 2 or DOS 2.5. This BASIC program works on all 8-bit Atari's. ANTIC MAR 87.

PSLABELS.BAS: Make customized Print Shop Labels with this handy little utility program written in BASIC. APRIL 87.

VECTRON.BAS: Manipulate atomic particle blasters and energy deflectors to destroy more targets than your opponent. ANTIC MARCH 87.

WORD.BAS: With WORD SEARCHER just type in the letter grid from a work-finding contest grid, give your Atari the list of words to be searched and the computer will find them in a flash. ANTIC MARCH 87.

WAGES.BAS: Wage/Hour Paymaster is a short but useful program that keeps track of your hourly wage total by week or by year. ANTIC MARCH 87.

DVORAK.BAS: Try out a version of the speed-typing Dvorak keyboard on any 8-bit Atari. This BASIC program offers an alternative to the Qwerty keyboard which was actually designed to slow down the pioneering generation of touch typists. ANTIC MAR 87.

SCREEN.BAS: Rainbow screen customizer expands the color palette of graphics 0 screens in your own programs to 24 instead of just the three colors usually available in this popular graphics mode. ANTIC MARCH 87.

The following files ending with .FNT are to be used with the PSLABELS.BAS program. They are:

MODERN.FNT
FANCY.FNT
OUTLINE.FNT
ROMAN.FNT
BACKTALK.FNT
STOP.FNT

PUZZLE1.DAT: and PUZZLE2.DAT are to be used with the WORD.BAS program.

TAXMAN.BAS: Collect your shrinking stacks of dollar bills from five secret Swiss bank accounts without running into those dangerous tax auditors. 48K. ANTIC APRIL 87.

XL/XE DISK #147
GAMES & UTILITIES

WORDFUN: BASIC version of the Wheel of Fortune guessing game. See ANTIC MAY 87 PAGE 42.

WORDFONT: Needed to operate WORDFUN. All these files with WFPZZL and WORD PLUS HELP must be placed on a separate disk.

SOUNDST.BAS: Sound Stick. From ANTIC MAY 87. Short but effective joystick controlled BASIC sound editor works on all 8-bit Atari's.

POKER.BAS: Poker machine turns your Atari into a flashy Las Vagas slot-type draw poker machine. ANTIC MAY 87.

HOP.BAS: Dot Hopper is a short fractal display program that places dots onscreen according to mathematical formulas which can be varied by the user. ANTIC MAY 87.

AROGUE.BAS: Classic mainframe dungeon adventure. ANTIC MAY 87.

SOUNDMEN.BAS: Sound demo

AROGUE.FNT: File to accompany AROGUE.BAS.

WFUN.TXT: File to accompany WORDFUN.

The following disks have been added to the ST Library:

ST DISK #46

** CKREG -
CHECK BOOK MANAGER program written by G. L. Cox (LRAA). This program is designed to keep your checkbook register. It does not claim to be a complete home tax accounting package, but does a very excellent job of keeping track of how your money is spent. The program was initially conceived to be a checkwriting program that handles most of the regular checks written each month and evolved into a combination program that writes checks and posts them to the register. All source listings are included along with a sample data file. A .DOC file is included. It is recommended that the program be moved to a separate disk before using.

** PACKV33 -
One of the new and up-coming uses for computers is in the area of amateur radio. Packet-radio is just one of these uses. This program is designed for amateur radio operators. The included .DOC is written directly for these individuals (in other words; over the heads of a good many of us common folks).

** PACMAN -
Some "old" programs just never die; they just get converted to new computers. And the same holds true for the very best of the arcade-type games. There are two versions of this game; one for the joystick and the other for the keyboard (the "K" on the name "PACMANK.BAS"). Both versions are written in GFA BASIC and require that the user load the GFA run-only program first, then select which PACMAN version to play. The programs run in LOW-REZ. The documentation is built into the program, but is written in German (?!?!?!). Anyway, who needs documentation to play PACMAN? There is an option for one or two player. Very excellent rendition; for the smaller user.

ST DISK #47

** KIDPUZZL -
There are three groups of people out there; those that can use the mouse, those of us that can't seem to get the hang of it, and those that are of the younger generation. This program applies to categories 2 and 3. This is good way to learn about the mouse. Select a puzzle number, then click on the puzzle squares and solve the puzzle. This is an excellent program for the younger generation. There is no .DOC file (but none is really required). Before using, the program files must be move to the root directory of a separate disk (makes it easier for category 2, above). Runs in LOW-REZ only.

** WHEEL2_0 -
Due to popular demand, the author of WHEEL-OF-FORTUNE has revised this great program to include a start-up program, Wheel-Of-Fortune program, puzzle editor, proof-reader, and puzzle-encoder. Many new things have been added, so read the new .DOC file that is included (it can be printed directly to a printer by double-clicking on the WHEEL2_0.DOC file). A very nice job that is worth a donation to the author. Runs in LOW-REZ only.

DISK #48

** LUNAR -
Can you qualify for the NASA space program? Can you get a lunar space craft to land on the Moon's surface without crashing? All these questions and more can be answered with this program. The game is joystick controlled and has 3 levels of difficulty. The program uses built-in directions to help you succeed. The program is nicely done. Runs in LOW-REZ only with a joystick.

** MEGABLIT -
MegaBlit is a HI-REZ paint program that works in all resolutions on all ST's. It is window based, and uses the scroll bars to move around the work area, which is many times bigger than the actual screen. It also has features not found on any paint programs. Best of all, MEGABLIT IS PUBLIC DOMAIN. MEGABLIT is file compatible with DEGAS Elite (by Tom Hudson). The program has most of the features that are desired by an artist. A very complete .DOC file is included.

** STONEDLX -
This is an enhanced version of STONE-AGE which adds many new features, including:

* Ability to Create, Save, and Load additional Screens
* Two Player games are supported
* Practice and Play mode... Play mode incorporates a timer as well as scoring
* Ability to start at any of 5 levels
* Three skill levels... Easy, Tougher, and Hard
* Willi now moves faster... hold the Joystick Button down to slow him down!
* Instructions and Help files are built-in... just press HELP KEY at Create Screen or Play Screen

A small .DOC file is included on the disk. The program runs in LOW-REZ only and uses a joystick.

ST DISK #49

** AZARIAN -
AZARIAN is a space strategy game with arcade speed. You command the LF-9 starfighter, a agile and rugged craft designed for quick attacks. Your enemy, the evil Thraxx, a lizard race that specialize in advanced organics for transport and weaponry, has spread across the galaxy and now threatens to dominate the Terran frontier. They, unfortunately, refuse negotiations... That's where you come in... The game utilizes a standard Atari-type joystick (port #2) to control the space craft. To say that the game is difficult is re-enforced by the author's comment that says the goal of the game is to "survive as long as possible".

**DEARC -
An ARC'ed file is the most efficient way to store a program file, the in this form, the program usually cannot be "run". The solution must be to de-ARC the file back to it's original form. But that can get complicated real easily. DEARC (and the accompanying ARCX.TTP file) will de-ARC all files on the disk, place the de-ARC'ed files in a folder, and then delete the original ARC'ed file - all with the double-click of the mouse. No selections to remember, no parameters to pass, no mixed-up files. A whole lot easier that the "old" way of doing it.

** STARGAME -
SPACE INVADERS revisited would be a good title for this program. The only thing is that this program seems to be twice as difficult as the original. Defending against the incoming aliens will challenge even the most brave at heart. Requires the use of a joystick plugged into port #2 of the computer.

****

8-BITS

Well, it certainly was a pleasure seeing some renewed interest out of the XL/XE group during the last meeting. Along with some spirited exchange, we may have seen the emergence of a group of 8-bit users that won't be satisfied with being relegated to second grade status in our Club. Anyway, it was a beginning.

The next several months will determine if the XE/XL owners are motivated enough to organize and run our own segment of the meeting. To ensure that there is adequate representation on the Club's Board of Directors, I would like to suggest that the Club be organized a little differently than in the past - with a President and two Vice-Presidents (one each for the ST and XL/XE groups). Members-At-Large should also be selected from each group. Details like how the meetings should be run, programs, etc. will have to be worked out in the future by XL/XE owners themselves (hopefully).

If a solid core of 8-biters can be developed, some technically-oriented and specialty programs can be demonstrated that may not hold the interest of the average game player. I'd like to see us hold a swap meet where (only) public domain games and programs are traded in order to maximize each of our own personal libraries. This is one area that XL/XE owners hold an edge (because of the large number of programs available for the 8-bit machines).

Let's hear your thoughts at the next meeting - I'd like to ask Keith to set aside a period for discussion at the end of the regular program. (Since the discussion during the last meeting threatened to run all night, we promise to get everyone out by 9:00P.M. this time.)

Remember - your Club will be what you make it!

Nick Kohut

Review of the Infocom Text Adventure:

MOONMIST
by Milyn King

Awhile back, I reviewed Leather Goddesses of Phobos (LGP), finishing that review with the promise of another Infocom review once I made up my mind which one of the many Infocom products to buy. I considered my options carefully, and finally chose Moonmist!

Moonmist is an introductory level Interactive Fiction, meaning that the puzzles and mysteries found in this game are not as difficult as some of the others, and there are some clues built into the game. LGP for instance was a "standard" level, which is considered a slightly more advanced game. The Moonmist package is attractive, with a ghostly looking castle on the front, and contains a Moonmist iron on logo for a tee-shirt, a passport, as well as a nice selection of short ghost stories, two letters, and a visitors guide to Tresyllian Castle (plus of course the disk!). One very interesting facet of Moonmist is the "variation" aspect. Reading your manual, you will find that there are four variations to this game (included) one of which you choose by answering a color choice question. Each version has similarities and differences. Though the characters are the same, as well as some of the props, there are different puzzles, clues and villains (as well as solutions) for each.

Here is the background to Moonmist: You are a famous (or infamous) detective from the United States. You have received two rather disturbing letters from your friend Tamara (who you met and worked with while ridding the universe of the dreaded Leather Goddesses of Phobos) which caused you to hop on over to England and investigate her various claims of death, threatened murder, house ghost, and missing treasure! Having read the letters carefully you fear for your friends life. Since there is a ghostly presence involved, you have gotten a copy of a book titled "Legendary Ghosts of Cornwall" by Lady Lisbeth Norris, and familiarized yourself with the local spook stories on your way. Armed with your knowledge and your charm, you arrive at the gates of Tresyllian Castle just before dinner.

Once past the gates, you park your cute little british sports car, (business must be good...) and are embraced and questioned by Tamara. You are then brought inside for a round of introductions of various house guests, and of course the elderly butler. As in all good British ghost stories, the guests are an odd bunch of mixed types... perhaps harmless, perhaps psychopathic, and you are glad to be shown to your room. Chatting with the ancient servant as you unpack, you uncover some interesting information. Having found a guide book to the castle in your room, (complete with maps of the two main floors and descriptions of some of the more famous furnishings) you dress for dinner and look around a bit. Talking to the others, you find out more about a recent drowning in the castle well which Tamara had mentioned, and it seems that most of the quests also have a tale of fright to tell about the castle ghost.

Dinner is soon served, the first mysterious events occur, and you are hot on the trail of mystery!

It seems there are at least three areas of investigation: find out what the treasure is and where it is hidden; find out who the ghost is and why the castle is being "haunted", and find enough evidence to arrest the fraud; and of course, investigate the threat to Tamaras' life. During the course of your investigations, you find yourself peering into everything, finding secret passages, examining priceless art, and puzzling out many cryptic clues. You spend the night running up and down, in and out of the many rooms of the castle and the castle, itself. Others are searching, too. And then there's the ghost, who may be trying to do you in as well as Tamara.

Even though this game is not as difficult as LGP, I enjoyed it. It is a great choice for a first Interactive Fiction game, or for the slightly younger sleuth. The puzzles involved are sometimes simplistic in theory, but not necessarily easy to solve. Of course the four version ability is an asset, as after you have solved the game once, it is really fun to race around known turf, looking for clues to other puzzles involving characters and situations which are already well known. It's not as easy as it sounds even then to solve the various aspects of the new setup. The characters and descriptions of the castle itself are fun and interesting, and the theory (a ghostly castle in England, sleuthing in the dead of night...) is tried and true.

Speaking strictly about the technology of the game, as usual, Infocom is a master at Interactive Fiction. The two commands I find the most useful while playing the game are "again" which repeats the last command (a real asset when you want to follow someone all over the castle without retyping "follow...." continually) and "oops" which allows you to correct that word you misspelled in the last command without retyping the whole thing. The capability of having a short description of every new room, a description of every room (new or not) or no description is also very handy. No doubt about it, Infocom knows how to put a game together, Moonmist is a good example of their art!

****

THE RUMOR MILL

There's alot of rumors out there and finding any truth in them is pretty hard, But that's what this column is for. The rumors, some good and some bad, do have merit if there's any truth to them. Through these rumors we might learn the future of our computers.

The biggest rumour is the new 65XE game system which Atari plans to release some time this Christmas. This system will include a 64K RAM console with an attachable keyboard, and game pistol. Atari will also include a 256K cartridge of flight Simulator II and Missile Command. They also said that all the games released for the new system will run on the XE and XL computers. Atari also has plans to release a new 8-bit drive the XF551. The drive is supposed to be considerably faster than the 1050 drive, and it will also be a true double density, double sided drive.

Atari isn't the only person with new things for Atari computers. Epyx for example plans to release Boulder Dash Construction Set, Spy Vs.Spy III and Artic Antics for both the XE and the ST. Timeworks has introduced Partner ST a new desk accessory that does the work of several accessories while taken up only one slot. Borderbond is releasing Art Director and Film Director which is a paint program and an animation program respectively. They also said that Print Shop is on the way for the ST for $49.95. Precision Software will release Superbase Personal Relational Database which has the ability to incorporate pictures into the database.

Big news for the ST gamers is the release of F-15 Strike Eagle this summer and the release of Gunship in the fall. Big news for the 8-bitters is XEP-80 an eighty column device and new Atari Writer+ to make use of this new device.

I plan to keep everyone informed and would also enjoy your input.

Ken LeGrow

****

ALL THE FUSS

Talk about some real questions! Where's the new XL/XE software/hardware that's being rumored? What's going to happen to the system that I own? What will be happening in the coming months? Alot went on at the last meeting. Were you there? Have you made a commitment to supporting the other Club members with their problems? Yes, these are important questions. Not to me - to your fellow Club members! Ya gotta be there to know what's happening. The newsletter is fine; it'll keep you up to date. But the Club is a 2-way street. Just paying the membership dues CAN open up a vast world of resources, but it can only do that - open it up. The Club can't hand things out on the proverbial silver platter. The Club can't tell you how to play that new game, advise about the best database for your needs, or find the syntax error in your program. ONLY ANOTHER CLUB MEMBERS CAN DO THAT FOR YOU. Without Club members, the Club will be facing a real problem within the next 6 months.

So why all the fuss? Because Club members support other Club members. And if the majority of Club members need support concerning their ST-series computers, then the major efforts of the Club will be focused toward their needs. No, that doesn't mean that the focus of the Club will be only toward the ST-computer, but it might mean that the make-up of the Club newsletter and/or meeting might change. You can make a difference! Your Club membership is a good starting point, but it's not the end - only the beginning.

Consider demonstrating a program, writing a newsletter article, or at least coming to the meeting.

THEY WANT TO GIVE IT AWAY

It just seemed to good to be true! Here was a letter from a small group of hardware/software engineers saying that they wanted to give away copies of a brand new BASIC language interpreter that they had developed for the ST- computer. I had to re-read that letter again; they wanted to give it away. Aw, nobody in their right minds would send the Club a couple of copies of this new language and some 60 (fully authorized) labels to put on disks. But that's what they intended to do! Just sent them our shipping address.

Well, 2 weeks later, I got a box from DTACK Grounded, Inc. in Santa Fe, New Mexico. A couple of disks, a bunch of labels (we supply our own additional disks) and a stack of manuals were all packed into this box. The accompanying letter said to make copies of the disks, put a label on each, and give it to any Club Member who was interested in looking at the fastest, most powerful BASIC language ever developed.

So where's the catch! Nobody just gives away software! Oh, yes they do! Just pass it around (but please put a DBASIC label on the disk). But now, I didn't say there wasn't a catch. That's right, it's the book the counts. That's the part that costs money; some $39.95 (but even that seems quite reasonable for what the product is and how it works).

So what happened to all those manuals that were in the box from DTACK Grounded? Well, 5 of the manuals were given away at the last Club meeting, and at least 5 more will be given away at the next Club meeting (see NEXT MEETING notes for more info). Now don't go away - stay tuned for the continuing saga of DTACK Grounded. We'll keep you informed.

Keith Steensma

****

A TRIP AROUND DBASIC

****

DBASIC is a new basic language created especially for the Atari ST computers by DTACK Grounded Inc. The manual is usually what one sees first, and I was quite pleased by what I saw. The writing was clear and concise, and the manual had an overall professional appearance. The material contained in the introduction (which takes up 94 pages) is well presented, entertaining to read, and even useful for a programmer like myself. Unfortunately, those who do not possess some kind of a degree in computer science, or who have not mastered the technical side of the computer, will find the majority of the introductory material just a little too involved. That's not to say that a person who doesn't know how to program can't use the language, it just says that the manual requires more than just a little background to be entirely useful.

As far as being a language that the casual programmer would use, I would have to say that this is more than a language, and those attempting to use this language (actually, "system" is a better word) will have to brace themselves for a new experience in computer operations. The key feature that makes this a useful language is that it is fast, apparently much faster than all of the BASICs' on the market today. Unfortunately, in order to gain this speed, the developers sacrificed the useful GEM and TOS features that all of us ST users have come to enjoy. There are no icons, no mouse features, no pull down menus, and none of the user friendly extras that we are used to. Instead, we are confronted with a whole new operating system that eliminates these features that slow down other languages. Wanna know why they did that? Read the manual, under the section labelled, "How DBASIC works" (page 5).

Now, as far as the language is concerned, there are many interesting commands and features that make this a powerful language, and in my opinion (do I dare say it?), better than those that were built to replace BASIC in the first place. The old standard commands are there, such as the mathematical operators, if..then..else, loops, DATA, memory accessing, etc. What is new is that there are a few commands that are exclusive to the ST, and a few that allow us to do some really neat things with memory. For instance, one ST exclusive command is PALETTE, which allows us to set screen color and resolution at the same time. You can even tell what resolution the system is in prior to using this command by using the MODE command. Nifty, huh?! Now, as far as manipulating memory, there are the usual PEEKs and POKEs, and the CALL command, which when used correctly, can really get interesting. Since this BASIC does not re-locate itself all over memory (just trust me, and if you feel up to it, read the manual), you can set up a batch of machine code in memory, change it at will, execute it at will, and based on the results change it as necessary! How about an artificially intelligent program that modifies its own code? That's what I call powerful!

So what does all this mean? I have had the glorious opportunity to study long and hard for a degree in computers, and I chose to buy an ST when I got the chance. I did this because I saw that it was a powerful and friendly system, readily available to work or play. Now DBASIC comes along and says that user friendly is ok, but speed requires a new set of rules. It is a powerful system, and it will require learning a new operating system, but if you want to do things that have not been done before, then this may be what you have been looking for. Is it for the casual user? I'd say not, because the casual user never really needs to manipulate memory, or do millions of calculations quickly for that matter. I dare say that there is not a a casual user around that would notice the difference between the run time of a program in ST BASIC and that of the same program in DBASIC. We're talking anywhere from milliseconds to whole seconds folks! While that may be an eternity for a M68000 chip, it just isn't important to us carbon based types. Its a good language though, and it has great promise.

Jim Pfarr

I hadn't had my new 520ST but a little over a week before, somehow, I had collected 3 basics; ST BASIC, GFA BASIC, and DBASIC. Since then, I have had time to try them all and DBASIC did well considering that I am a big fan of 'GFA', and that I have only spent a total of 5 minutes with 'ST BASIC'. I am a former Atari XL owner and found that DBASIC was similar to XL BASIC; it would be a good language for a former XL owner to start with on a ST machine. In my opinion, DBASIC is a very good language, but at $39.95, the book is a little expensive. Consider that for a little more you can get 'GFA BASIC'.

Darel J. Stone

****

A new interpreted BASIC has become available for the Atari ST, challenging ST BASIC and GFA BASIC for user support by using an astonishing marketing scheme.

This new BASIC is DBASIC, from DTACK Grounded Inc. of Sante Fe, New Mexico. DTACK has distributed over 6000 manuals and licence to duplicate several tens of thousands of copies of the disk. This is in an attempt to get the BASIC into the hands of the Atari user community and build up support for it. Those who are not fortunate to get a manual can purchase a manual for $39.95. Crafty, huh?

Cute marketing aside, what do you get with DBASIC? What distinguishes it from the other currently available ST BASIC's?

Well, for one thing DBASIC does not support windows or other GEM features. In fact, it does NOT even support the TOS operating system at all. Instead, the folks at DTACK wrote their own operating environment. You do realize some advantages from this: increased disk storage due to their own formatting scheme, quicker disk access, disk formatting, fast graphics, extremely fast numerical calculations. You also get a 68000 assembler and a very well written DBASIC manual.

You load DBASIC by booting the computer with a DBASIC system disk, which brings up the complete DBASIC environment (operating system and language) at
one time. One thing that is different is that data disks contain 65k more usable storage than system disks - the difference being the room required to hold the DBASIC operating system and language.

Most of the expected "Microsoft BASIC" commands are present, with some omissions as well as several additions.

The following commands are provided in DBASIC for graphics support:

CIRSET (plot a circle)
CIRCLR (clear a circle)
LSET (plot a line)
LCLR (clear a line)
MODE (selects text/graphic mode)
PSET (plots a single point)
PCLR (clears a single point)
RECTSET (plots a rectangle)
RECTCLR (clears a rectangle)
COLOR (selects color from the current palette)
PALETTE (alters colors in the current palette)

DBASIC also offers commands that make it easy to load large blocks of data from disk to the program or vice versa.

The speed of DBASIC can be seen in almost any program, but for the sake of comparison I only recorded the time for the prime number checker program. Times previously recorded for other machines/BASIC's are also reproduced.

Atari 800XL - Atari BASIC	344.98 sec
Commodore 64 - Commodore BASIC	267.73 sec
Atari 800XL - TURBO BASIC	134.37 sec
Packard Bell ("AT" clone) 4 MHZ - GWBASIC	82.50 sec
Atari 1040ST - ST BASIC	80.20 sec
Atari 800XL - compiled TURBO BASIC	67.53 sec
Packard Bell 8 MHZ, 0 wait states - GWBASIC	46.00 sec
Atari 1040ST - GFA BASIC	9.67 sec
Atari 1040ST - compiled GFA BASIC	2.31 sec
Atari 1040ST - DBASIC	1.64 sec

DBASIC is about one-third faster than even compiled GFA BASIC, six times quicker than interpreted GFA BASIC, and a whopping fifty times faster than ST BASIC at this task. If you are into heavy number crunching, then DBASIC may represent an alternative to the promised math coprocessor board that Michtron will soon be offering (as well as several hundreds of dollars cheaper).

What then, you might ask, are the disadvantages associated with DBASIC? Strangely, most of them are associated with its' strengths. It obtains much of its' speed from bypassing TOS, which means that you cannot give a program to a friend and have him be able to run it (there is not run time only package equivalent to the GFABASRO program supplied with GFA BASIC). Also, support for the program will be fairly minimal. DTACK expects you to get updates to the program either from your friend who has just bought the program or from the local user group. Enhancements will probably not be coming out very frequently. This is understandable when you realize that DTACK has only four employees.

In the long run, only you can determine whether or not DBASIC provides the environment you wish to program in.

Randy Harrington

****

Well, I haven't written any programs. I'm no expert in programing. I'm not even at the point that I can consider myself a novice, yet. But, what I can do is know a good book, or manual, when I read one. "DBASIC for the Atari ST" is teaching me a great deal about this computer, how some of its hardware works and many of the programing terms. For instance, I just finished reading the section on Disk

Operating Systems, or DOS, and now know and can visualize how the Atari disk works. Plus, it's very interesting and, at times, comical. I'm really enjoying it! If the book reflects the quality of the language then we got a great deal here at a real good price. If you want my advice, get a hold of this book and read it!

Steve King

****

I am not a computer programmer! It's just plain and simple. But I do have a desire to learn something about the internal workings of this ST-computer. I made it through a good portion of the DBASIC manual, and much to my surprise, I learned alot. I found the author's explanation of data structures and system architecture to be very interesting and informative. Even very technical information was presented in a way and manner that made it easier to understand. What I didn't understand though was the overall negative attitude of the author toward the TOS operating system. OK, they don't think very highly of the TOS; maybe their way is better? That's fine, but the way the author keeps saying it kind of 'turned me off' after a while. All in all, I have gotten quite a bit of interesting information from the book; now I've got to sit down put that information to use. Let's see now:

```
10 PRINT "RICHARD EISNER"
20 GOTO 10
```

I wonder, is that right?

Richard Eisner

****

END OF THE LINE

****

PROTECT YOUR ST- DRIVE

In a message to all Atari Service Centers, Randy Hain (Atari Service Manager) has advised that it is a good idea to keep a disk in the ST- drive at ALL times. The diskette should not be a "scrap" disk, but not a disk with any "valuable" data on it. The plastic (or cardboard) insert that might have been inserted in the drive when the unit was delivered should NOT be used (it is suggested that this item be used to fill up your trash bag; throw it out).

****

The following are new (or revised) releases for the XL/XE:

Aces of Aces from Accolade
Cycle Knight from Artworx
Infiltrator by Mindscape
Phantasie by SSI, Inc.
The Pawn by Rainbird Software
Pitfall/Demon Attack from Activision

The following are new releases for the ST- computer:

Barbarian by Psygnosis Software
AutoDuel from Lord British and Chuckles
The Guild of Thieves by Rainbird Software
221 Baker Street by Datasoft, Inc.
Mercenary (The Second City) by Datasoft, Inc.
Aliants by StarSoft Laboratories
The Sorcerer of Claymorgue Castle by Adventure Intl.
Vagas Gambler & Craps
by California Dreams
PC-Ditto by Avant Garde Software
Pha$ar by Marksman Technology
The Navigator by S. Stephenson
Quicktran by Adrian Jovanovich
Athena II by Iliad Software

****

PC-DITTO
by Avant Garde

Alot of us have waited a long time for the ability to emulate various other types of computers. First one that I saw (and played with) was the Z-80/CPM emulator that Atari released. That particular program just wetted our lips. It was good and the price was right (free). Emulation can be done with moderate success; the CPM emulator proved that fact. MS.BM was the next emulator. But this IBM-PC emulator was not just a flop, it was a disaster. Now along comes a start-up company out of Florida that says that their program can emulate an IBM-PC and do it at 80% of the speed of the IBM. The program can also run software designed for the monochrome, color adapter, or extended graphics adapter. And it will support the normal printer and modem ports. It will even support the 3.5" disk format (that stores 720K on each disk) in a manner that others do as nicely. The program will work on a 520ST or 1040ST (1040ST recommended) with single-sided or double-sided drives (double-sided drives are strongly recommended). My personal opinion is that a second drive is necessary and that it should be a 5.25" drive (this will be the best way to get into the software base that is available. The only drawback is that the program will not work with a monochrome monitor (how are you going to emulate CGA, or EGA on monochrome?).

"I ain't going to get burned the second time." Well, I didn't get burned. Matter of fact, the program does everything that it is supposed to do. The program is so smooth to operate, you kind of forget that the keyboard was made by Atari instead of IBM. Sure, it's a little slow; I wouldn't consider doing heavy-duty LOTUS spreadsheets on it, but it does run LOTUS, FRAMEWORK, MicroSoft Word, MultiMate, Flight Simulator, and most of the other BIG names.

The program will be demonstrated during the combined portion of the L.R.A.A. meeting. Come on out and take a look at MY IBM.

Keith Steensma

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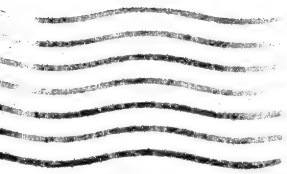
Pine Brook, NJ 07058



Atari
Computer
Club
Encompassing
Suburban
Sacramento

THE ACCESS KEY

VOLUME 7 NUMBER 8 AUGUST 1987

President's Corner

by Dave Schwartz

Our Club is going through many changes now. The BASIC SIG has folded and now we have an opening for 8-bit Librarian, as our current Librarian, Rod Trebino, has resigned. At the August meeting on the 26th, we will be voting for the office of Vice-President. We have a great need for each of you to come forth and give your time to help out with the many Club activities, meetings, SIGs, etc. There are a lot of things the Club can be doing, but it can't all be done by the same few people.

At the August meeting we will have an open discussion session and during this time you can voice your questions, concerns, etc. relating to the Club and its future. I would like to see each of you attend the meeting, if possible, as the direction the Club will take does depend on your input.

Officers Reminder: the next officer's meeting will be Wednesday evening, August 12th at my home. Contact me if you need directions.

We still wait with anticipation for the release of the MEGA STs, the laser printer, 1200 baud modem, 80 column card for the 8-bits, the release date of the new ST ROMS and blitter chip, and the other items we have been looking forward to for such a long time from ATARI Corp. Perhaps these will be arriving in the stores by the time you are reading this newsletter, or at least soon thereafter.

Well, until next month, Happy ATARI Computing!

GENERAL MEETING

26 AUGUST
SMUD BUILDING
6201 S STREET
7:30 P.M.

******** THE AGENDA *********
*
* ELECTION OF
* VICE-PRESIDENT
*
* DEMONSTRATION:
*
* "Spreadsheets"
*
* RAFFLE:
*
* "Your choice from the
* Raffle Table"
*
****
*
* SPECIAL THANKS!
*
* to
*
* Frank Frymire
*
* for letting us to use his
* ST at the July meeting.
*
****

CLUB NOTES

By Kim Beattie

A.C.C.E.S.S.

NEW RAFFLE CONCEPT A SUCCESS!

It looks like we finally hit upon the right formula with the raffle. The new format seems to be popular with the members and ticket sales are up.

The new format is the "table" concept. Instead of offering only one item each month, we now have a number of items available. Each month we will have one winner and the winner gets his (or her!) pick of the bunch. The rest of the items go back into storage for another month. The advantages of this system are a large selection of items for both the 8-bit and the ST makes the raffle attractive to all members and everybody should be able to find something of interest here. Also, since many of the items on the "raffle table" have been donated by members, the Club is spared the expenses of buying the items themselves. This makes the raffle all the more valuable to the Club.

Did I say donated? Yes! Many of the items on the raffle table have been donated by Club members. The donated items include the original packaging, documentation, and disks. These are not "dead" pieces of software, rather these are programs that the owner has finished (i.e., games) and no longers uses, or they are perfectly good programs that duplicate or are similar to programs already owned. The raffle items may not be "virgin", but you can't beat the price!

The items on the table include, for the 8-bit: LETTER PERFECT, DATA PERFECT, GRAPHIC GENERATOR, WIZARD'S CROWN, MEGAFONT (1st ed.), TELETARI, RUBBER STAMP, KARATEKA, and VISICALC. For the ST, we've got: ZOOMRACKS II, TIME-KEEPER CARTRIDGE, BALANCE OF POWER, PHANTASIE, KINGS QUEST II, THE BLACK CAULDRON, TIME BANDIT, LEATHER GODDESSES OF PHOBOS, ST STAR RAIDERS, and a MOUSE PAD. There is also an Atari "Space Age" joystick, compatible with any Atari computer.

On behalf of the Club, I'd like to thank those Club members who have donated software to the raffle table: Tony Di Napoli for many of the 8-bit items, and Bob Coakley for five of the ST items. Bill Brown donated two(!) copies of Visicalc (and I donated another copy of Visicalc and the mouse pad). Thanks guys!

The raffle winner for July was Ed Galvan, and he chose the Atari 1030 modem. (Interestingly enough, Ed is a new member who had just joined the Club. Before joining he had to decide between joining the Club or buying a modem! Coincidence... or fate?

FUND RAISING

The Club is always looking for more ways to make money (aren't we all?) With more funds, the Club can offer it's members more services and benefits. Our current finances are good enough to pay the bills and publish the newsletter regularly and still leave a little reserve. It would be nice if the Club had it's own ST, but new equipment purchases and expanding existing services, like the Club BBS and newsletter are pretty much out of the question.

"OK, I hear you say, "but what's the point? You're not going to ask for more money, are you?" No, but after a lot of thinking (and not a little serendipity!), we've come up with an idea or two for raising funds. Both of these ideas are passive. In other words they require little or no effort on the part of Club members.

First, we will be offering to Club members, for purchase, a book of discount coupons. I'm sure you've seen this kind of thing before. It's chock full of all kind of coupons for all kind of events and services. Two-for-one dinners, and that kind of thing. The book costs $30, and of that the Club gets $6. It costs the Club nothing to offer the book, so now you can see why I call this a passive way of fund raising. We're not asking you

(Continued on next page.)

to sell the books or anything like that. If you're interested in this kind of thing, take a look at the display book that will be available at the meetings. If you want one, talk to any officer. (The coupons are good for a year and you'll recover the $30 in savings quickly if you are the coupon using type.)

Fund Raiser idea #2: A paper drive! Do you chuck the newspapers in the trash? What do you do with old magazines? What about all that used printer paper? Save it up and bring it to the meeting! The Club will turn it in to cash by recycling it. All you have to do is put it in a paper bag or box and bring it to the meeting, we'll take care of the rest! That's not too hard, is it? If you're like me, you probably have all kinds of old magazines and papers lying around or neatly stacked for disposal. You'd be surprised how many newspapers and magazines you go through in a month. Well, maybe you wouldn't be surprised, but bring it to the meeting and help your Club. If everyone participates, this could be a very lucrative fund raiser!

UPCOMING

If you'd like to know more about spreadsheets and what they are and what they can do, make sure and make the August general meeting. Michael Stomp will be giving a demo of the spreadsheet VISICALC on the 8-bit. Michael uses VISICALC in a professional capacity, so I think it's safe to say he knows the program and will be able to give a really good demo. Nothing special scheduled for the ST, but I'll probably have a ST spreadsheet or two to look at if anyone is interested.

Remember to keep September the 23rd open. Neil Harris from Atari Corp. will be our special guest that night. It's liable to be a SRO event, so come early!

STAFF CHANGES

Looking for a way to help the Club? Ever wonder what a disk librarian really does? Well, here's your chance! After a long and successful term, Rod Trebino, the 8-bit disk librarian has resigned the post. Thanks Rod, for a job well done! The 8-bit disk librarian post is now vacant. Here's your chance to contribute to the Club in a meaningful manner.

The disk librarian is responsible for keeping and maintaining the disk library and seeing that the library gets to the general meeting each month. The librarian sells the disks to the membership, keeping a record of the number and type of disk sold and to whom. At the end of each meeting the librarian turns over all monies received to the Treasurer. In addition to these duties, the librarian should take the lead in making new disks available for the library. If he can't do it himself, he should pester other members unmercifully to contribute disks of new material to the library. Finally, the librarian should write some kind of column for the newsletter each month, describing new disks or highlighting some of the older disks.

The disk librarian should be a responsible, reliable person. He is an important part of the Club. A good disk library is an important part of the Club. Are you interested? Think you might be interested? Need more information? Come to the August meeting and talk it over with the officers. The job is open and waiting for the right person...

The Club has a new Membership Secretary. John Lastar has volunteered to fill the position. John is the person to see when it's time to renew your membership or if you have an address change. Thanks John!

Speaking of addresses, remember that the newsletter is mailed bulk rate. That means if you change your address, the newsletter will NOT be forwarded to you. Undelivered newsletters are not returned to us either. We have no way of telling if you are getting your newsletter or not. If you haven't been receiving a newsletter, get in touch with John and make sure the Club has your correct address.

See ya at the next meeting. (And bring those newspapers!)

WINNIE THE POOH

Reviewed by Donna McMillin

Winnie the Pooh and the Hundred Acre Woods (ST), from Sierra On-Line and the Walt Disney Company

Anyone who is familiar with the story of Winnie the Pooh, will probably love this program. It has all the major characters from the stories in it and, although this is technically 'for kid's', I'll bet that a lot of the parents out there will enjoy 'helping' their kids get through it.

Winnie the Pooh is a graphics adventure for ages 7 and up although, if your child can read fairly well, they will probably be able to play on their own. It can be controlled with the mouse or with simple keyboard commands and helps the child to learn basic directions and to work on remembering where things are and where they should be.

The object of the game is to explore the Hundred Acre Woods, find objects, and return them to their owners. If you don't know who they belong to there is a way to get clues. There are a few obstacles to get around (what's an adventure without obstacles?) but they are, at the most, only frustrating. If you aren't able to finish the game at one sitting then you can save it, this comes in handy with kids that have short attention spans. It also comes with a booklet that tells you how to get more out of the game.

There are a few things that we grown ups might not like about the game, but they really don't seem to bother the kids at all. One of them is the graphics. We tend to expect more for the ST. Another is that when there is an item in the place where you need to drop something, you have to move the object before you can drop the proper one in it's place. Since you can only carry one thing at a time, this can become very infuriating.

Most kids will probably enjoy the familiar and catchy tunes and will play this game often. We found that the whole family enjoys it, even babies, who love the music and colorful pictures. All in all I think that you will find this to be a worthwhile game for your children.

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From the ACCESS Archivist

by Bob Haynes

1. "...Print Shop for the Macintosh...has an annoying tendency to erase hard disks under certain conditions."

2. "...among all Silicon Valley electronics firms...Atari, interestingly enough, was in the top 20, earning 16th place in...1986 dollar sales, with $258 million worth of merchandise sold. At the bottom of the list of 100 firms .is Activision..."

3. "With the introdution of Lotus 1-2-3 in 1982, VisiCalc Mentality reached new heights of craziness.... You see, not only can you create unrealistic numeric projections using 1-2-3, but you can also GRAPH them.... More often than not, the numbers and charts... are no more than an accountant's version of fool's gold, and just as valuable."

4. "Navarone Industries has announced an image scanner for the Atari ST.... Hardware dithering procuces 32 gray levels.... Price is $1,240. Call 209/533-8349."

5. "Good news for Apple.... the army has dropped regulations limiting micro purchases to PCs and clones running MS-DOS.

6. "We have LapLink [a product for transferring data between 3.5" and 5.25" disks].... At the notebook end,... it's going to be an impulse buy, like calculators were a few years ago.... in three or four years you'll see a one megabyte laptop (with dictionary, thesaurus, modem, spreadsheet, and word processor) for under $500.

Comments on the foregoing: 1) Just annoying? How about enraging or infuriating? 2) Interestingly... yes. 3) It's called GIGO - garbage in, garbage out. 4) Quick! Somebody buy one. I'd love

(Continued on next page.)

ST SIG Report

by Dave Schwartz

The July meeting was held on Monday, July 13th, and consisted of a discussion of the GFA Basic language. We also saw demonstrations of many programs written in GFA Basic including some written by members of the ST*SIG.

I have received copies of a new BASIC for the ST called "DBASIC", written by DTACK Grounded Inc. It has a very unusual policy regarding distribution. I received 10 manuals, 1 original program disk, and 63 labels. We are to make as many copies of the program as we wish. I am not sure what the catch is and all, as this method of distribution is rather odd (its not even advertised as Shareware!). Not sure how they plan to make any money. They say it is the Fastest BASIC available for the ST. The first thing I noticed was I couldn't find any support for GEM (ALERT boxes and all, like GFA), it also uses line numbers like regular BASIC, and it's the LACK of line numbers that drew us to GFA in the first place. Well, all I can say is come to the next ST*SIG meeting on the 10th of August and get your copy of DBASIC and see what you think of it.

UPCOMING ST*SIG MEETING EVENTS:

The following is a schedule for the next couple of ST*SIG meetings:

August 10th - HOME FINANCE NIGHT

This evening will be dedicated to viewing the various packages dedicated to helping us keep our home finances in order. Among these could be: DOLLARS AND SENSE, SWIFTCALC ST, PHASER, VIP PROFESSIONAL, HOME ACCOUNTANT, etc. Bring your package to the meeting and tell the group why you love it or hate it. We'll also discuss ways to set-up a budget.

September 15th - PC-DITTO/I.B. DRIVE NIGHT

This evening we will see demonstrations of this exciting new product for the STs. An MS-DOS (IBM) compatible program that delivers what it promises. If you own PC-DITTO and the 5 1/4" disk drive, I.B. DRIVE, and would like to demo them that night, please let me know.

Upcoming meetings will include: Magic Sac demo, a word processing night, a database night, and a MIDI MAZE (Kill a Happy Face) contest. If you would like to put on a demo, please contact me.

We also need volunteers each ST*SIG meeting and the monthly ACCESS meeting, to bring ST equipment. Please let me know if you can help out.

The ST SIG meetings begin at 7:30 p.m. on the 2nd Monday of each month at Sierra Hi-Tech at 10561 Old Placerville Rd., near Mather Air Force Base.

(Archives, cont.)

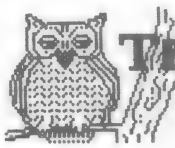
to see how a computer dithers. 5) Just Apple? Howzabout Atari, for instance? 6) What? No file manager? I'll restrain the impulse until it has a DBMS.

Kidding aside, if the above excerpts from Computer Currents (June 13 edition) intrigue you, why don't you pick up a copy? I recommend it. Computertime has a stack by the front door as you go in. It's a biweekly. The price is right: $0.00. For me, it fills part of the niche that InfoWorld used to occupy. The cover on this particular issue is an overhead photo of six sets of knees and feet, all fully clothed, and verrry kinky.

FOR SALE

Star NX-10 Printer
7 months old - seldom used
Complete, in original package
Epson compatible

Robert Clark ♦ 966-7168



Thinking About Computers

by Bob Haynes

BOILERPLATING

If you have a mailing address, you've probably received some pieces of junk mail that go something like this:

> Dear Mr. CLARIDGE,
>
> How would you and the members of the CLARIDGE family like to spend a free, funfilled vacation in Tonga, the Friendly Islands?...

And so on. The key part of the message is the family name, usually in large type and salted several times into the body of this form letter to give it a "personalized" touch. The kindest words for such efforts are "clumsy, transparent, and ineffectual."

The generic term for mass produced verbiage is boilerplate. Mostly it is a contemptible practice because the product is as crude as oil out of the ground. To see how laughable commercial boilerplating can be, consider what happens when a company - Charlie's Hardware, for instance - gets on the mailing list of one of these outfits: "Dear Mr. HARDWARE," etc. With a bit of refining, however, boilerplating can be an effective tool, especially for the home user.

There are occasions that call for people to clog the mails with missives. One of those is the new bride laboring over a hundred or so cute little thankyou cards to express how much she treasures the ginsu letter opener and scissors she and her new spouse received from you as a wedding gift. Another is the Christmas letter, being used more and more as an alternative to the store-bought card. No doubt you've seen them. They generally chronicle the doings of the family over the past twelve months. Sometimes there is a handwritten note at the end or scrawled up a margin: "Got your letter. Let us know what day you'll be coming through Hackensack on your vacation. We'd love to put you up overnight....", and so forth. Nice. But try this.

1. Write the body of your letter, as usual. Put it in the trusty word processor with some short file name like MB (main body) or US (the goings-on with us).

2. For each person on your list, write a brief note headed with the salutation - "Dear Emma,"; "Dear Larry and Louise,"; or what-have-you. Save each note with a short file name like F8 (first paragraph of eighth letter). The contents of this note might go something like this: "We were so sorry to hear of Uncle Thor's 'passing over'. His memory will remain evergreen with us. On the brighter side, how nice to learn that cousin Brunhilde has moved to Biloxi with her new husband. Of course, we know how you two must rattle about in your house now that Brunhilde has fled the nest for the first time at the age of 36...."

3. Enter the personalized paragraph and print it out. Then enter your two-page family chronicle boilerplate and print that out. Presto! You have a longish letter that feels as though it had been individually crafted for each person on your list. A fundamental difference between the commercial letter and this process is that the commercial letter uses the mail merge technique. You are using a form of file chaining, or concatenation, as some people are pleased to call it.

Do all the printing on a daisywheel printer and sign the letters by hand. Your friends and relatives will all glow with joy that you found the time to compose a two-page letter just for them. Note the specification of a true letter quality printer. This is a personal bias. I believe there are times you do not settle for almost (letter quality in this case). Close, as they say, counts only in horseshoes and in hand grenades.

DeskCart

The ST's Best Friend

Reviewed by Kim Beattie

DeskCart is a cartridge for the ST that includes a battery-backed clock and 14 desk accessories. I purchased mine at the World of Atari Fair down in Santa Clara, but it is available locally. I've been playing with and using DeskCart ever since I got it home and it is neat! Here's a description of what DeskCart is:

The cartridge itself is small and well designed. It fits snugly into the ST cartridge slot and is designed so that it rests on the surface of the table. It's not left hanging our there. It is a small cart; smaller than either the Timekeeper or Logichron carts (although Logichron is thinner).

The disk that comes with DeskCart contains DESKCART.ACC, a small program that calls the cartridge. There is also a calculator accessory that is part of DeskCart, but is kept on disk. A folder (called DESKCART of course) contains the the RSC file and any data files that DeskCart will need. That's it. The rest of the code is contained in the cart itself. DeskCart uses between 75 and 100k of the STs memory (depending on the calculator). For me, this is a memory savings of between 25 and 75K depending on which disk I boot with. Because all of DeskCart's functions fit under one desktop slot I also save 5 desktop slots for other accessories. Right now, DeskCart is the only accessory I have on my DeskTop. It has replaced all the other accessories that I used. Here's a rundown of the DeskCart functions:

CALENDAR: More than just a calendar, this is also an appointment book. It also allows for alarms. The calendar spans time from January 1940 to December 2040. That should cover any appointments I might have in the past, present, or future!

NOTEBOOK: This is a nice little notepad. Up to twelve pages (40 columns) of notes can be written and saved to disk. The twelve page restriction is per notebook file, you can have an unlimited number of notebook files. The notebook word wraps (more than I expected) too. The notebook is not a text processor and it's not meant to be. There has been some criticism of the notebook because it does not have block copy, move, and delete. Big deal. It's a notepad. If you want to write a newsletter article, use your word processor As a notebook, it works great. Finally I don't have to boot up my word processor to write those one line INF files that many programs like. (Come to think of it, with DeskCart, I don't need those one line INF files anyway!) For jotting down notes and reminders, (or for writing Deskcart macros...) this notepad is just what the doctor ordered!

CARD FILE: I'll be honest. I haven't found a use for this yet (I've only had the cart for a week), but I will. This function acts like a little card index. Information can be put here and the file will sorted and an index, based on a key field, created. Later, you can search this file quickly using the key field (or, less quickly, on any field). This function uses the same routines as the appointment and address book. The difference is that you use this database for whatever you want. A nice addition and I'm sure I'll find a use for it soon!

CALCULATOR: The DeskCart calculator is one of the nicest I've seen for the ST yet. By nicest, I mean functional and powerful. The DeskCart calculator is a scientific calculator and a programmer's calculator. Trig functions and other scientific operators are included and it will do hexadecimal calculaton and arithmetic logical functions. the calculator also has 99 memory registers for your use. This is the only feature of DeskCart that is loaded off disk. The reason for this is, I assume, that the cart itself ran out of memory for all the functions included. This has the added side benefit of your being able to not include the calculator when DeskCart boots and saving about 20K of memory. If you want the calculator, it will be added at boot-up. Even though it comes off disk, the calculator is a part of DeskCart and does not require a slot of it's own on the Desk. The keypad is supported; an important feature for those of us used to using a 10-key. You can also manipulate the calculator with the mouse.

(Continued on next page.)

TYPEWRITER: This is a quick and convenient way to type a quick note or address an envelope without booting the word processor or loading the labels into the printer. The Typewriter allows for printer codes to be sent to the printer, so you can use those fancy printer features that you paid for.

ADDRESS BOOK: Another database function, this one keeps names and addresses. You can print the entries as a list or as labels. The address book will also dial the number for you if you have a Hayes compatible modem (doesn't everybody?). After dialing you are given a choice to go voice or modem. If you choose the latter than you are automatically dropped into the...

VT-52 TERMINAL: This is a bare bones terminal program, but it works without having to boot up anything else. On the spur of the moment (even while writing this article using 1ST Word) I can call up and log onto any of my favorite BBSs. It doesn't include any uploading or downloading ability, but for reading and writing messages (80% of my telecommunications), it is perfect... and very convenient!

KEYBOARD MACROS: DeskCart also allows you to define your own keyboard macros. Any keystroke, or group of keystrokes can be put into a macro and called later by the push of the ALT (or ALT+SHIFT) key and another key designated by you. The DeskCart macros do not have any kind of branching features, nor can they "wait" for input. Also, the function keys are not supported; not a bad thing considering how many programs (like 1ST Word) already use the function keys. Even without these features, macros are a powerful utility. And they can be used from within ANY program! If you've used macros before, you know how helpful they can be. If you haven't used macros before, you're in for quite a treat!

RAMDISK CONTROL: This allows you to set up a RAM disk of any size. This RAMdisk can be installed or removed when you want. I've used the RAMdisk feature a lot and have had no problems with it. It will not survive a reset or resolution change. The reason for this, according to OMI is that to do so would mean some "illegal" hooks into the OS that might make DeskCart incompatible with future versions of the OS. I can live with that. Besides, I don't know of ANY "variable" RAMdisk that will survive reset or resolution change. Having a variable RAMdisk is more important to me (most of the time) than it being able to survive a reset.

DISK UTILITIES: Copy, Delete, Rename, Format, and disk Status are the disk utilities included in this feature of DeskCart The format utility will allow "extended" (10 tracks per sector) formatting of disks.

PRINT SPOOLER: You can set up a variable size print spool and regain control of your ST while the printer works. Page length, margins, line spacing and fixed tab space can all be set by the Spooler. This is another feature of DeskCart that will work with any other program you run, GEM based or not.

CONTROL PANEL: This is similar to the control panel (CP) accessory that comes with the ST. This CP seems to be a little more straight forward and easier to understand and operate. (At least for me...) Of course this one takes no disk space, and fits in the same desktop slot with all the rest of the DeskCart accessories. In addition to the normal features of the CP, this is where you set (or change the setting of) the real-time clock that is part of the cartridge. DeskCart can display the current time in the upper right corner of the screen, and you control the display toggle from the CP. Also, clicking the "save" button on this CP saves all of the user settings (clock and/or alarm display toggle, RAMdisk size, spooler size and setting, etc.) to a file called, appropriately enough, DeskCart.INF.

SCREEN DUMP: Okay, so this isn't really a new function. The ST can already do screen dumps, right? Well this routine gives some new options to the screen dump procedure. This accessory gives you the option of doing screen dumps along the vertical (normal) or horizontal axis. Also, for those of you who don't have EPSON (or compatible) printers, you can load a printer driver with this accessory. There are a few drivers included on the disk, and more are available in the DEGAS ELITE package

(Continued on next page)

and on GEnie and Compuserve. Yes, even those weird printers can now do screen dumps thanks to DeskCart

MEMORY TEST: I guess this feature was added because 13 is an unlucky number! According to QMI, the memory test doesn't do a full, complete test, but it will catch gross problems. This test also checks and tells you which version of ROM's you have in your ST and which version of DeskCart you are using.

*** Notes ***

Even though it comes in a cartridge, there is at least one disk based file (the .RSC file) that DeskCart needs to operate. Other files that DeskCart can use or create include a .INF file, a number of database files, notebook files, and/or appointment files. Rather than crowd up your root directory, DESKCART looks for (and expects) a folder on the disk called (any guesses?) DESKCART. If this folder is not present, you are given the option of changing disks or canceling the operation that requires the disk. A well thought out and organized design. DeskCart will work in any resolution. On a color monitor, it will survive resolution change (except the Ramdisk), but GEM may not release all the memory used before the change, so it's a good idea to reboot after a rez change. This is not a problem of DeskCart but rather a problem of the way GEM manages memory. DeskCart will also works well with a hard disk.

There is a file included on the disk that accompanies Deskcart called CLKSET.PRG. This program allows you to use the Deskcart clock with out booting all the features of the cartridge. If memory is really tight, the option is yours.

The cartridge is sealed, which brings up the question of what to do when the battery finally dies. It is supposed to have a life of three to five years, but the manual only says that the battery will last at least one year. When the battery does run down, returning your DeskCart and $10 to QMI will get you a new battery and any new revisions to the DeskCart ROMS. Sounds like reasonable policy to me.

Of course nothing is perfect and Deskcart is no exception. There are a few small problems that hve been found. The Deskcart CP does have one small "bug" (if you want to call it that...). If a program changes the colors of the desktop, Deskcart will not "recover" the original colors when the program is exited. The original Atari CP does reset the desktop colors. Also, the alarm bell does not sound for appointments. The message is displayed, but no alarm sounds. There also seems to be a problem when trying to De-ARC files in the Deskcart RAMdisk. The operation fails and returns to the Desktop. The current version of the Deskcart utilities will not operate on multiple files as stated in the manual. (Most of these problems have been reported on GEnie in the message base devoted to Deskcart. The complaints are few; the compliments and accolades are many...) Okay, nothing's perfect and these problems are more in the category of inconveniences rather than major product bugs. Future version of Deskcart should correct these small problems.

If you can't tell by now, I like DeskCart. I like desktop accessories and DeskCart gives me a lot of them in a small package. (Both physically and in terms of memory.) I've only had it for a little over a week so far, but I haven't found any bugs yet. DeskCart works, and it works well. Every ST should have a DeskCart

I paid $74.95 for this wonderful product and I still can't shake the feeling that I didn't pay enough! I hope QMI and John DeMar reap the financial reward they deserve for bringing this product to the ST. I highly recommend DeskCart.

(If this article sounds like a commercial, I'm sorry, but I can't say enough good things about Deskcart. No, I am not affiliated with QMI and I won't get any commission if you buy a DeskCart of your own -- as I think you should!)

The Polyglot Programmer

by Michael Stomp

WHERE AM I?

The main use I have made of my ML Assembler is to write routines that I can call from Basic programs using the USR function. One of the largest problems you run into when you do this if finding a safe place in RAM to place them. Basic leaves us Page 6 (locations 1536-1791) for that purpose; the problem here is that 256 bytes is often insufficient. Besides, everybody and his brother uses Page 6, so you often run into conflicts. You can't be sure that anyplace between MEMLO and MEMTOP is safe; Basic does pretty much as it likes in that area. Putting stuff just above DOS and moving MEMLO up doesn't always work either; it might get clobbered if you try to use it with another version of DOS. All in all, life is much easier if your ML routines are relocatable.

I guess I should define that: an ML routine is relocatable if you get the same code, no matter where in memory it is assembled. Since it is the same code everywhere, it follows that you can put it anywhere - in particular, into a string variable. Then Basic will protect it, and you can get its location by using the ADR function. This is a common practice.

The definition above, however satisfying it may be intellectually, is not of much help when it comes to making you code relocatable. So I have an equivalent definition which is more practical: a ML routine is relocatable if it nowhere refers to an absolute address within itself. This means, be careful about the labels you use. Don't JMP or JSR to an address within the routine. Branches are okay, since all the branch instructions use relative addressing. (How nice it would be if we could use relative addressing in other instructions!) You can get the same effect of a JMP by using a forced branch; i.e., instead of JMP LABEL you should use:

```
CLC
BCC LABEL
```

(Assuming you don't need the carry flag at that time. Usually you don't.) Interestingly enough, this takes the same amount of memory and time as the JMP. The only problem you might run into in a large routine is the limitation that you can only branch about 127 bytes either way. If you exceed that - and can't handle it by rearranging the code - you will have to use an island. This is another branch within reach of the original one that the in-line code jumps over, as:

```
        .
        .
      CLC
      BCC ISLAND+2
ISLAND BCC LABEL
        .
        .
```

Your original branch that wouldn't reach LABEL is changed to BCC ISLAND.

Another thing that can make code non-relocatable is the use of data contained within the routine itself. An example of this is the routine CONVERT that I presented in the June issue, page 10. In that routine I used the look-up table, LU in the instruction ORA LU,X. That is the only thing that keeps CONVERT from being relocatable. But here is a way to get around that problem. We establish a two byte pointer in Page Zero and put the address of the table there. Then we can access it by using "indirect indexed" addressing:

```
ORA (POINTER),Y
```

(This addressing mode requires that we use the Y register and a Page Zero address for the pointer.)

The problem now is, how do we get the address of LU into POINTER? How, indeed, can we know what LU is, since we have absolutely no idea where in RAM Basic has put the string containing this

(Continued on next page.)

routine? Actually we do have an idea;when Basic executes the USR instruction, it stores the address of the routine it jumps to in two bytes at FR0 (212 and 213). This is also the place to put the result that the USR returns to Basic. All we need to do is find out how far from the beginning of the routine the label LU is (your assembler will calculate that for you) and add that number to the address in FR0. The result will be the new address of the data. Since we need a Page Zero address for the pointer we might as well use FR0 for that too - we won't be needing it for anything else for a few microseconds!

So, here is an updated, completely relocatable version of CONVERT - along with a few other additions to make it usable by a Basic program:

```
FR0     =       212
          *= $3000 ; Relocatable!
CONVERT   CLC
          LDA #LU-CONVERT&255
          ADC FR0     ; calculate
          STA FR0     ; address of LU
          LDA #LU-CONVERT/256
          ADC FR0
          STA FR0     ; put in FR0
          PLA
          PLA         ; pull arguements
          PLA         ; from stack
          PHA         ; save character
          ROR A
          ROR A       ; shift 5 places to
          ROR A       ; right. Same as
          ROR A       ; dividing by 32
          ROR A
          AND #3      ; mask bits
          TAY         ; index into LU
          PLA         ; restore character
          AND #$9F    ; strip off bits
          ORA (FR0),Y ; put in new bits
          STA FR0     ; return result
          LDA #0      ; to Basic
          STA FR0+1
          RTS         ; done!
LU        .BYTE $40,$00,$20,$60
```

You can also use this technique to find the address of a routine you want to install as an interrupt vector. "Interrupt", you say, "what's that?" Maybe another time...

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Please remember that some of us have small children who go to bed early. It would be appreciated if you would not call too late at night.

* * * * *

RENEW MEMBERSHIPS

As a continuing service to our many busy members we publish the following list of those who's memberships were or are scheduled to terminate during the months of August and September. Check your mailing label: if a portion of it is highlighted, it means you fall into this warning category. Renewals are only $18 for another fun-filled and informative year with ACCESS. Six-month memberships are available for $10.

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ACCESS KEY EDITORIAL POLICY

The ACCESS KEY is published monthly by the Atari Computer Club Encompassing Suburban Sacramento. It is mailed free to all club members. Material submitted for publication should be in the hands of the Editor on or before the deadline, which is listed under "FUTURE CLUB MEETINGS". Submissions for inclusion in this newsletter are actively solicited. Additionally, if items of general or special interest to our membership are discovered in newspapers or magazines, you are encouraged to send copies to the editor or simply notify him of the article. Your contributions are always welcome.

If you have a modem, you may submit material - text files, graphics screens, etc. - by uploading them to the Club's BBS. Be sure to leave a Message to the SYSOP giving him the names of the files.

ADS: Ads of a noncommercial nature are free to all ACCESS members. Commercial advertising rates are:

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FUTURE CLUB MEETINGS

APESIG 3 September
(Call Francine at 967-9271)
ST SIG 14 September
(Call Dave at 944-1291)
MODEM USERS SIG: 1 September
(Call Kim at 338-1631)
NEWSLETTER DEADLINE: 28 August

GENERAL MEETINGS: 26 Aug, 23 Sept
28 Oct, 25 Nov

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MILE HIGH ATARI MAGAZINE

AUGUST ISSUE

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An exciting new BUZZWORD —THAT'S FUN!

Panak strikes! By Steve Panak

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by Paul Granchelli
THE BUZZWORD GAME CO., INC.
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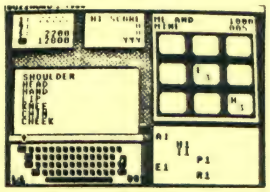
Because of my *occasional* ruthless nature, games aren't always voluntarily made available for my reviews. Fortunately for consumers, I can root most of these out, and sometimes the search itself has the beneficial side effect of increasing the intensity of my scrutiny.

This month, I received a game with a letter expressing trepidation at the prospect of allowing me to sink my fangs into it. It's a trivia game, **Buzzword**. If the manufacturers knew how much I hate trivia games, they'd never have sent it. That would have been a crime, since I would never have obtained it myself—despite my prejudice, I must give it a thumbs-up.



Buzzword/ATARI ST Screen

The game is less a trivia game than a computerization of the old TV game show *Family Feud*. Given a category, one or two players try to guess words formed from letters displayed in a distribution pool. Additional clues are possible, such as the first letter of a word and/or the number of letters in the word. The three difficulty levels force you to guess at everything from common words to obscure slang, and one or two persons or teams may play at a time.

Supplementing the game are cards similar to those of trivia games. Those give a more complete description of the category, such as "No Nutrition" (things, other than food, that people put in their mouths). We especially enjoyed the category "Buzzword Connection," featuring words with a given prefix. This was often difficult, since the prefix *sea* might contain the words *seahorse* and *search*.

The object of the game is to guess words, earn points and win with the highest score. A pot builds, and there's a bonus round—familiar scoring fixtures from game shows. Do you try to guess just one more word—and risk missing, giving the pot to your opponent—or should you pass and collect a slightly smaller pot? Like most great games, there are more than enough opportunities for strategy.

The screen is set up nicely, with clues and letter distribution displayed on the right, and scoring data on the upper left of the screen. The bottom left contains an animated typewriter, on which guessed words are printed. While the display may not have the highest quality graphics I've ever seen, it *is* legible—and, in a word game, that's very important. All control is through the keyboard; your team's best typist should input the answers. After typing in the card number, clues (if any) are displayed, and you begin guessing words.

As for difficulty—the game is tough. There are enough words in each category to keep it interesting for quite a few plays. The introductory package contains 200 cards. If the game is a success, I'm sure more will be issued. And the game will be a success—if enough people talk about it. **Buzzword** is a fun game, and a good vocabulary-building tool.

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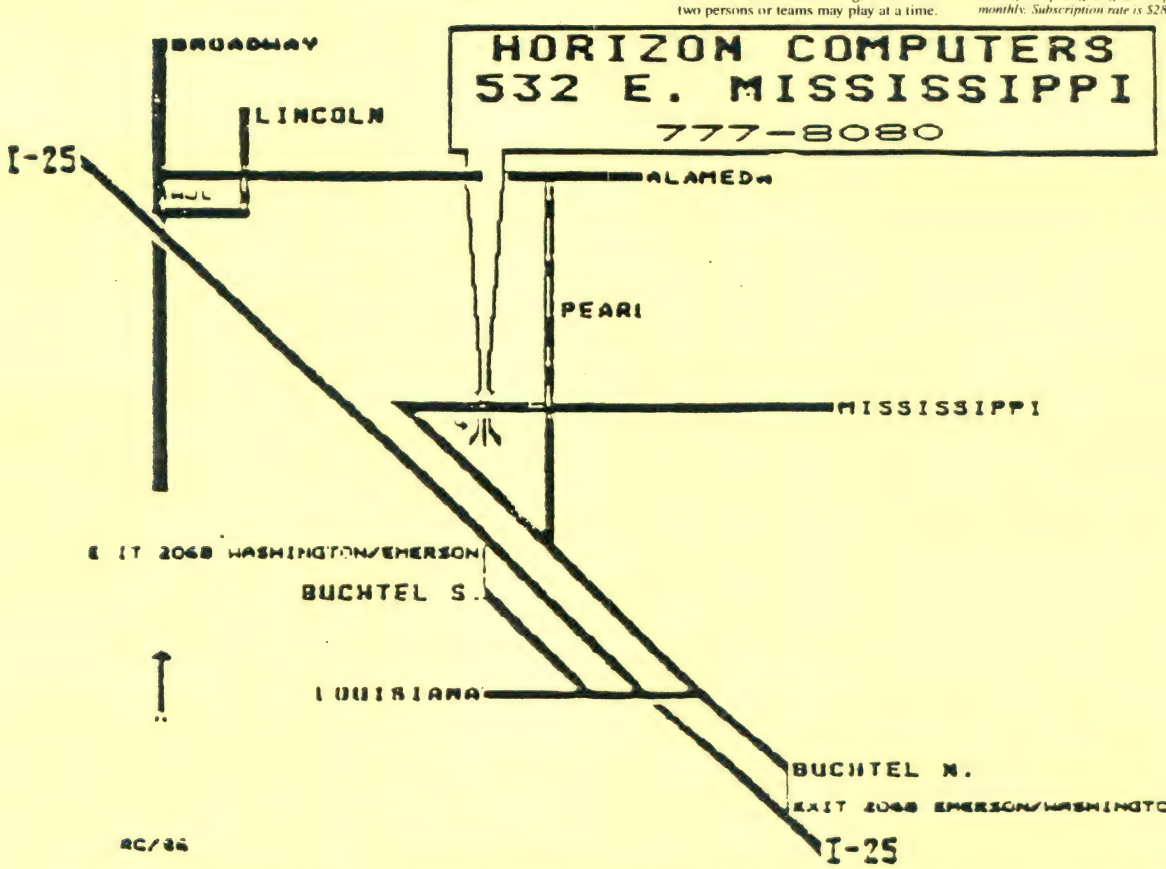

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CLUB MEETING

The Atari Club of Denver meeting is held on the first Tuesday of the month at the Aurora Public Library, located at 14949 E. Alameda at 7:00 p.m.

****

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STIG

The ST INTEREST GROUP meets at the Hampden Library at 9755 E. Girard Ave at 7:00 p.m. on the third Tuesday of the month. Contact Ed Fason for more information at 371-6614.

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A NEW WRITE PROTECT DEVICE

How often have you accidentally erased or written over valuable data or formatted the wrong disk because you neglected to reattach the sticky little write/protect tab that you got with your box of 5 1/4" disks? If you're like us, the answer is,"TOO OFTEN!". But it wasn't until we accidentally formatted a disk with valuable programs on it,a disk that took weeks to recreate because we had no backup (of course), that we resolved to do something about it. Our answer was the DisKey (TM). It's a relatively simple device (patent pending) that is inserted into the left side of the disk drive opening, above the floppy disk. It's a safe and easy solution to protecting data and because it's so easy to use, we tend to use it more often. During development of the DisKey, we produced several prototype designs, including one that works especially well with Atari 1050's. Our final design, the one that will be sold in retail stores for $3.49, is different in that it fits most brands of 5 1/4" disk drives (not just Atari's). However, we'd like to see our initial prototypes put to good use, so for as long as they last, we'll give them away on a first come,first served basis to Atari users for $1.00 shipping and handling. Take advantage of this special offer, as our supply is limited. Send your check or money order to:

CroResearch
100 Meadow Court
P.O. Box 129
Lyons,Co 80540

Don't forget to tell them where you found out about this outstanding offer.

STARFLEET ATARI USER GROUP

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The Officers/Directors meeting is held on the Monday preceding each regular meeting at Denny's Restaurant, 3600 Fox St. (north end of 23rd St. viaduct) at 7:00 pm.

****

CLUB MEETING

STARFLEET meets on the 2nd Friday of the month at Pomona High School, 8101 Pomona Drive, just west of 82nd and Wadsworth at 7:00 p.m.

****

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PICNIC WITHOUT THE PRICE

Sunday, August 23 has been set as the day for the 1st Annual Atarian Picnic. It is scheduled to run from 10 am to 5pm with the barbeque at noon. It will take place at Rotella Park in Adams County. To get there: 1) Drive north on I-25 to the 84th Ave Exit; go right (east) to Washington St. then right (south) to Coronado Parkway. Turn left (east) and proceed almost to York St., you will see the park on your right (south). OR 2) Drive northwest on I-270 to the York Street exit, go right (north) 3 miles to Coronado Parkway then left (west) to the Park.

All Atarians of both clubs are invited as well as their immediate families. The clubs will provide the burgers, dogs, and buns; you are asked to bring a side dish to share. Condiment trays would count as a side dish. You are also asked to bring your own favorite beverage (beer, pop, tea, etc;) please no bottles.

Activities and games are planned; hopefully enough members of each club will attend to organize the 1st Annual Volleyball Showdown.

Guy McDaniel will have a sign-up sheet at each of the August meetings; please sign up with a count of how many mouths you will be bringing as well as what dish you will bring. This will allow us to know how much meat to buy. We will provide plates, cutlery, and napkins as well.

See you there!

POTLUCK WITHOUT THE PRICE

T I D B I T By Dave Lloyd Ed.

This months TidBit is going to be a little different. Due to the Great Weather, an ST program called PC-Ditto, and a fast approching deadline , we will be featuring Press Releases from Neil Harris, and other assorted TidBit's provided from ModemLand.

EPYX...ARE THEY LISTENING?

Rumors abound on reasons why Epyx has practically refused to support the 8-bit line of Ataris. However, the folks at Epyx seem to be waking up to our cries. Apparently, many Atari users have mailed in letters to Epyx requesting (or maybe even demanding?) them to release several of their most popular titles such as "Destroyer", "Summer Games II", "Winter Games", "World Games", and "Championship Wrestling". Keep those letters coming!!

Send all requests/demands to:

EPYX, INC. 600 GALVESTON DRIVE REDWOOD CITY, CA 94063

BLACK PATCH GOES THE DEEP 6

It's official, and it has been official for a few weeks now. Black Patch Systems, a mail-order Atari hardware/software house has been declaired bankrupt by its owners. The Better Business Bureau claims to have hadmany reports from angry computer owners, many of them claiming to have placed an order that was never filled and no refund given. The BBB suggests filing a complaint quickly, if you have had similar problems with this company. NEW ATARI DISK DRIVE

Atari has announced at a recent CES show the arrival of an upcoming Atari 5.25" disk drive (actually a redesigned and enhanced 1050). The new drive will be double sided, double density, and will operate about twice as fast as the soon-to-be-discontinued Atari 1050. The new drive will be smaller than the 1050 (between the size of the 1050 and an Indus GT) and will match the color and styling of the Atari 130XE computer.

The DOS for this drive will be written by OSS, Inc., who have had a long lasting relationship with Atari disk drives and disk operating systems. The new DOS (named "A-DOS", for - what else? - Atari DOS) was originally designed to run with the now defunct 3.5" Atari 8-bit drive. The DOS is nearly complete, but the rive will take a little more time to finish. An Atari contact says the drive about 60% finished, and after testing is complete Atari should have the drive ready to ship "around late Summer to late Fall".

ANSWERS FROM ATARI

Here are some often asked questions, and their answers about Atari products courtesy of Neil Harris of the Atari Corporation.. (6/10/87)

Q: When will the new products be shipping?

A: The XEP-80 and the SX212 (80-column for 8-bit and the new modem, respectively) will begin manufacturing any moment now for delivery around the end of June. The Mega ST 2 and Mega ST 4 are already on the way to Europe and are scheduled for North American delivery in early July. The Atari PC is also due in early July.

Q: What about the blitter chip upgrade?

A: It should be available for current ST owners around September. It will cost around $120. The final form of the upgrade is not yet set --it may involve a board swap rather than an add-on.

Q: What about PC emulators for the ST?

A: Both Atari's own software emulator and one called PC-Ditto should be released during the summer. A hardware emulator is still in the works for later on.

Q: When will new ROMs be available for the ST and what changes are included?

A: The ROMs are done and have gone into production. Availability as a separate item may take a while, though -- we need ROMs for the Mega ST. These ROMs support the hardware blitter (optional) and fix some TOS problems, like the infamous underline bug and the RS232 handshaking. Parts of the system have been sped up, like character output. A list of exact changes will be posted shortly.

Q: What's happening with the 8-bit emulator?

A: The author finally agreed to release the source code to the public domain, so Atari will allow him to distribute it along with our ROM code. Now we want to see you hackers out there work to speed it up -- at the moment it is only 1/4 the speed of an 8-bit.

Q: What else is new at Atari?

A: On the business side things are great. We just announced a 2-for-1 stock split, effective next week. New TV commercials have been produced for the ST (yay!) and the video games. We are also working on campaigns to support MIDI music and desktop publishing.

ATARI MEGA ST RELEASE IS IMMINENT

An Atari executive has reacted to rumors that Atari's Mega ST would not be ready until September. Atari users have been hearing rumors that the new machine would be delayed until September. The reason usually supplied was that the SLM804 laser printer was having production problems and Atari wouldn't release the MEGA without the printer.

Neil Harris, Director of Marketing Communications at Atari, says that the release of the Mega ST is "imminent." Although Harris didn't comment on the laser printer's supposed

problems, he did say that Atari saw "no reason to wait on the laser printers to get the Megas out the door." He also said that the SLM804 (laser printer) will be ready well in advance of September. --James Moran

ATARI TO SELL COMPUTERS THROUGH MUSIC STORES

Atari Corp. has announced it plans to sell 520ST and 1040ST personal computers through US music stores.
According to J.J. Brown, vice president and general manager of Atari's US operations, the company will start signing up music dealers this weekend at the International Music and Sound Expo in Chicago. The trade show is sponsored by the National Association of Music Merchants (NAMM).

"It's a natural fit for Atari," said Brown. "Music stores already sell music software, and the ST is rapidly becoming the computer of choice for musicians because of its low price and high performance. Another reason is that it is the only personal computer with a built-in MIDI (musical instrument digital interface). Musicians can use an ST immediately; there's no need to buy a MIDI interface board." --John Edwards

MINDSCAPE TO PUBLISH ATARI'S
STAND-ALONE ARCADE GAMES FOR HOME

(June 13) Mindscape Inc. has signed an exclusive agreement with Atari Games Corp. to publish home computer versions of the Milpitas, Calif., company's stand-alone video games that now usually are found in coin arcades. According to a statement from the Northbrook, Ill., software publisher, first in the line-up of new titles will be Atari's Paperboy and Gauntlet games. Then, over the next few years, Mindscape expects to publish Road Runner, Road Blasters, Gauntlet II and others in home computer formats. "There are tremendous growth opportunities in the retail versions of coin-op games," says Mindscape President/CEO Roger Buoy. "We look forward to working with Atari because, with their consistently high-quality products and keen perception of the market, they are far and away the best company with which to be associated." --Charles Bowen

ATARI TO BEGIN SHIPMENTS OF NEW XE
GAME SYSTEM BUNDLED WITH 3 GAMES

CHICAGO, May 30, 1987 -- Atari Corporation will include three popular cartridge games at no additional cost when it begins shipping the new XE video game system in July.

Games bundled with the XE game system are the top-selling hit Flight Simulator II, from SubLogic; the Atari classic, Missile Command; and Blast 'Em, a shooting game being specially developed for the XE. The new game system is being demonstrated in Atari's booth (6540) at the Summer Consumer Electronics Show starting today at McCormick Place.

"The XE is the ultimate game system for the serious game player," said Michael Katz, executive vice president for marketing and entertainment electronics. "It has more features and power than any other game system, and we're including $80 worth of free games with every system. No other game maker is offering anything close to it."

The XE game system features a console with 64 kilobytes of memory, an attachable game-playing keyboard, video gun, and a Joystick.

Its memory, equivalent to an 8-bit computer, is the largest in any game system. That gives it superior graphics, dramatic animation and realistic sound, and the power to run advanced computer games, Katz noted.

The cartridge for the XE game system can store over 256 Kilobytes of program, which is twice as great as any other comparable system, Katz added. Atari is also selling a disk drive for players who prefer desk-based software.

The attachable keyboard and video gun make it easy to play hundreds of sophisticated games such as Flight Simulator II, which requires keyboard interaction. The target gun is attached to the console to electronically "shoot" at images on a TV or monitor.

The XE can play more games than any comparable system, and the library grows steadily as Atari converts disk games to cartridges, Katz said. The XE game system can play games written for the Atari XE and XL computer systems.

The XE, which complements Atari's popular 2600 and 7800 video game systems, carries a suggested retail price of around $150.

Atari Corporation is a leading manufacturer and marketer of personal computers, video game systems, a broad line of peripherals and a growing library of computer and video game software. Atari Corporation is located at 496 Borregas Ave., Sunnyvale, CA 94086. Telephone: (408) 745-2000. Atari's stock is listed on the American Stock Exchange and trades under the ticker symbol ATC.

ATARI ANNOUNCES 40 NEW GAMES AND LICENSING AGREEMENTS
WITH COMPUTER GAME AND ARCADE COMPANIES

CHICAGO, May 30, 1987 -- Atari Corporation will preview new video game cartridges at the Summer Consumer Electronics Show being held at McCormick Place this week.

Among the 40 new games announced are 16 games for the 2600, 10 games for the 7800, and 14 game cartridges for the new XE game system, said Mike Katz, executive vice president for marketing and entertainment electronics.

The new titles for the 2600 include boxing, baseball, football and shooting games as well as translations from arcade games.

Atari has licensed Cross Bow, a hit coin-operated shooting game from Exidy; the arcade classics Donkey Kong and Donkey Kong, Jr. from Nintendo; Mouse Trap and Venture from Exidy; and Qbert from JVW.

In addition, new titles for the 2600 are being offered by Activision, Epyx and Absolute Entertainment Inc. Activision announced Kung Fu Master and Commando; Epyx announced Summer Games and Winter Games; and Absolute Entertainment will be introducing wrestling and skateboarding games.

Games for the 7800, released or about to be released by Atari, include Desert Falcon, Choplifter and Karateka by Broderbund; Touchdown Football, One-on-One Basketball and Sky Fox by Electronic Arts; Summer Games, Winter Games and Impossible Mission by Epyx; and Hat Trick by Bally Sente.

Atari's new XE video game system, which can play games for the XE and XL computers, has hundreds of games that are playable on cartridge or disk format. Atari is currently converting some of the most popular disk-based games to cartridge so they can be played on the XE game system without a disk drive. The XE game system cartridge allows over 256 kilobytes of program to play on the game machine. "This is twice as much memory as offered by our competitors," Katz noted.

Atari has licensed cartridge versions of Hardball and Fight Night from Accolade; Touchdown Football, One-on-One Basketball and Archon from Electronic Arts; Ballblazer and Rescue From Fractalus from Lucas Film Games; Lode Runner, Blue Max and Midnight Magic from Broderbund; and Crowsbow from Exidy.

Atari's own new cartridge games for the XE game system will include Food Fight, Battle Zone, Star Raiders II and two new shooting games.

The top-selling game Flight Simulator II, Missile Command and Blast 'Em, a new shooting game, will be offered free with the system.

Chatsworth, CA -- June 25, 1987. IntelliCreations, Inc. today announced the upcoming release of new formats for a number of existing products.

Following the June release of Video Title Shop for the Commodore 64/128, the Atari and Apple versions will be on the market in July. Video Title Shop is a computer + VCR utility that allows the user to create text and graphics screens for use with recordings of all kinds - family occasions, holidays, school and business. The first supplemental disk, Graphics Companion I, will be released simultaneously with each system release of Video Title Shop.

Alternate Reality - The Dungeon for the Commodore 64/128, which was released in early June, will be available for the Atari XL/XE and Apple II systems in July. The Dungeon, a sequel to The City, can be played with a character created in The City, or with a new character entering the mysterious world populated by beings beyond description.

Alternate Reality - The City, which has been available for the Commodore 64/128, Atari, Atari ST and Apple systems, will be released for the Macintosh in June and the IBM PC in August. A Survival Handbook for players of The City was shipped in May and is available at a suggested retail price of $9.95.

New product releases for the second half of 1987 include:

Tomahawk, a helicopter simulation in which the player gets to pilot the Apache helicopter flown by the U.S. Army -- a machine designed to fly at speeds in excess of 200 mph, and whose sole task is to seek out and destroy anything that gets in its way. The player can select combat or training missions at four pilot-rating levels in a 3-D real world display. Features include offensive and defensive flight maneuvers; ground attack and air-to-air interception, day and night vision systems, and instruments only flying. Tomahawk will be released in August for the Atari and Commodore computers at a suggested retail price of $34.95.

Force 7, an action/adventure game in which the player is the commander of a special forces unit sent to the planet Karis to rescue the humans at an Energy Fabrication plant which has been overrun by aliens. One space suit has survived the journey, so you can only teleport one crew member at a time to the planet's surface to fight the invading aliens. Force 7 will be availabe for the Commodore in August, and the Atari and Apple systems in September at a suggested retail price of $19.95.

Additions to the war strategy game series include Bismarck - The North Sea Chase, a battleship simulation in which the player can choose to command the Royal Navy or the dreaded German battleship that sunk H.M.S. Hood in 1941. This multi- level game gives the player the opportunity to use conventional battleship weapons or take to the air in a Fairey Swordfish torpedo plane via a cockpit-perfect flight simulator. Bismarck will be available for the Atari, Commodore and Apple in September at a suggested retail price of $34.95.

Tobruk - The Clash of Armour will be released in October for the Atari, Commodore and Apple at a suggested retail price of $34.95. This
tank simulation, war strategy game puts the player into the role of Rommel, head of the German Afrika Korps, in his attempt to defeat the British in North Africa and move into Egypt, thus destroying the Allies hold on the southern Mediterranean.

Dark Lord is an introductory graphics/text adventure in which the player has inherited his grandfather's house and all his possessions, including a journal that reveals the unbelievable discovery he claimed to have made. Dark Lord takes you into the Alterworld where you must destroy the evil wizard who has risen from his grave and enslaved the realm. Eighty screens of outstanding graphics, animation, original music, plus a self-running demo and a random relocation of objects option combine to make Dark Lord an exciting game that will be played over and over again.

Dark Lord will be available in August for the Apple and Commodore systems and will be priced at $19.95

AN ICD VISIT

...Tom and Gerry Visit ICD...

By Jerry Cross and Mike Lechkun

Oh well, Mike's lousy mouse joke at least got us in the door and to the receptionist. We entered an old textile factory on a bumpy road on the south side of Rockford, Illinois.

The building's reduced demands allowed it to house small, emerging buisnesses. This is where ICD resides.

After the aforementioned bout with the receptionist, we were greeted by Marilyn, one of the executive secretaries, and were shown the main office. This office house other secretaries, accounting and art departments, and programmers.

Sitting on a dresser in the middle of the room was a 520ST, Courier 2400 modem, disk and hard drives--in short, the ICD BBS. That's where the fun started! We were introduced to staff programmer Keith Ledbetter. Keith, of Express! fame, showed us his first products for his new employer. ICD Express! (we think that was the title) is an ST BBS program that will knock your socks off and send them across the room! It's really that good! The program is a mixture of features found on 850 BBS Express! and some of the major on-line services. Written in a language composed by Keith (also to be released as soon as it is documented), ICD Express is a callers dream, yet not a Sysop's nightmare. In the download section, a user can scan the list of available files, or view each filename followed by a brief description. Arc'ed files can be un-arc'ed on-line to view the separate files contained in the master file. The sysop may set a variety of flags restricting/allowing different privledges to individual users. Standard X-modem, CRCX-modem, and Y-modem are the protocols supported. "Kermit's batching allows some users to type in "*.*" and download everything, and I'm not too keen on that," said Keith. 32 message bases can be created, with a maximum of 250 messages each containing 4000 bytes of information. This will cost you over a meg of memory, but that's the breaks--get a Mega ST when they come out! Thread following, tagged messages, and a new on-line text editor makes this message area complete. I thought the suggested retail of $79.95 was reasonable, Jerry thought it a bit pricey. For ICD's first foray into the ST field, this seems an excellent product in the tradition that ICD has established.

After Mike got up off his knees in worship to Mr. Ledbetter, the tour moved on. Up an escalator and through a vacant machinery room we went. Marilyn left us in the capable hands of Brad, head of shipping/ handling and production. Stacks of untested, incompleted MIO devices were about the room. Each MIO is tested from 9 to 24 hours for reliability before packaging and shipping. This commitment to quality along with ICD's excellent consumer support has forced them to

expand three times within the warehouse. Surely a fourth expansion is eminant.

When Jerry complained of a lack of quality service on non-ICD equipment in his area, Brad rather matter-of- factly said "send it in to us - Tom (Harker, ICD's President) will look at it." ICD routinely assists with all installation of their products at reasonable fees. ICD installs Rambo's (memory upgrades), and US Doublers (1050 drive enhancements) for $30 and $15...they'll look at user's equipment as well when their own product checks OK. After being frisked for any free sample MIO's (just kidding), our tour had ended.

In spite of the grubby factory style surroundings, ICD is a company committed to dependability to all Atari owners. This is one book you can't judge by the cover!
Article courtesy of the CHAOS BBS

ZMAG HARDWARE REVIEW .....QUBIE'S MODEL MODEM.....

By:Alan Roseman

QUBIE' SUPER MODEM 1200 EXTERNAL 507 Calle San Pablo Camarillo, Ca. 93010 800-821-4479 Delivered Price $99.00

The QUBIE' SUPER 1200E is a standard size external modem (5"x9"), it's outer case is made of steel in a painted finish. It's face is a contrasting dark brown. The face of the QUBIE' SUPER 1200E displays a full array of informational LED's. HS-high speed, AA-auto answer, CD- carrier detected, OH-off hook, RD- receive data, SD-send data, TR- terminal ready, MR-modem ready. Immediately left of the LED's is a small slide open compartment which houses the 8 DIP switches making for easy access.

The rear of the QUBIE' SUPER 1200E offers you access to it's RS-232C port, an on off switch, speaker volume control, telephone and power input.

As you can probably tell from the description the QUBIE' SUPER 1200E is a very well equiped package. It has all the features we have come to appreciate in a top quality modem. Did I mention yet that it auto switches from 1200 to 300 baud on connect if necessary? Well it does that too.

The QUBIE' SUPER 1200E accepts all standard HAYES commands, I have used it on all local BBS's as well as the major pay to connect information services. It has performed in an error free fashion in every case.
The documentation is complete and easy to understand even for the novice. The QUBIE' SUPER 1200E comes as a bundled package with IBM software "PC TALK" making it a real bargain for big blue fans.
Delivery which is via UPS is free and takes appx. six days. For about six dollars they will ship express which cuts delivery to about three days.

You probably haven't heard of the QUBIE' Co. Well neither had I. I was put on to them by a friend who told me that QUBIE' doesn't advertise in the ATARI mags. They seem to stick with the PC related publications. That, I'm afraid, is a loss for both us and the QUBIE' Co.

When I ordered my modem I made a point of telling the salesperson that out in the world are may varied micro users, they would only help their own cause by addressing a wider selection of us.

When you are writing a product review and begin to sound like a shill for the product in question it sends out a clear message. This is a product which defies you to find fault. Whether you look at the price $99.00, or the product integrity.

I give QUBIE' SUPER 1200E my highest recommendation. This is an opportunity for computer users to get the best of both worlds. A great product at a great price.

That's it for another month, Whew, alot there. By the way the Entry's for the Newsletter Article Contest are not exactly coming in at a fast and furious pace, Yea, I know it's Summer and I don't want to sit down and write anything. Well, as previously stated, I CAN RELATE! But if I wasn't here right now doing this, You certainly wouldn't be reading it. GIVE A LITTLE!!!

This is IN YOUR DRIVE #7 by good ol' Chet

Well, we figured out which installment this was, and which last one was. Absolutely no one wrote with a guess as to which one the last installment was, which only goes to show that you get crummy responses if you offer crummy prizes. What can I say? I had no intention of giving away a prize blank disk with holes punched all over both sides. Really.

If Tommy hasn't mentioned it in his column (See the Atari Computer Club of Denver minutes), or if you haven't read it yet (shame on you), the AtClub's meeting this August (4 August, 7:30 pm, at the Aurora Library on Alemeda Street) will be held across the hall from our usual meeting room. It's Rooms 1A and 1B (connected). Come on down and enjoy the anarchy.

Speaking of anarchy, the folks up north at Starfleet (the Atari club which meets just north of here) have come up with the idea that all we Atarians get together for a picnic before the summer weather goes away. Sounded like a good idea, so I thought I'd mention it here. The idea is for volley ball, basketball, soccer, or some such games. We'll need some long, long, long, long, long, long, long extension cords to play these games on an Atari out in the middle of a park, however.

Shut up, Chester! Get on with the reviews!

********** ********** **********

One of the first things I look for in a software product is "How user-friendly is it?" I boot it up without even glancing at the documentation. If I can get a pretty good idea of the basics -- better yet, if I can actually make the darned thing work properly -- then it's a well-written program by an author who thought of the users of the program.

Such a program is MAGTRAK. MagTrak (which was previously known as the Antic Index before the rights reverted to the author) is a computerized index to, in this case, Antic magazine. By typing in a subject, or department, type, or even a phrase, the disk spins and spits out the information on your screen to help you locate which issue of Antic (and which page) those obscure articles appeared in. F'rinstance: you're ready to buy a good word processor. SELECT the Phrase Search function. Type "word processor" and every article which included the words "word processor" throughout (in this case) 1986. It'll tell you the issues and page numbers that these articles, reviews, or letters appear in and on.

Use of pop-up menus make this program a delightful ease to use. If only this was mouse-compatible, it'd be perfect. (And this program alone would justify the M-1 Mouse reviewed last issue.)

It's not available yet; you gots ta wait for it to appear. It also has no price at the moment. I'd rate this as a decent bargain at $5.00 -- but how much would YOUR time be worth if you put a price tag on typing a YEAR'S worth of data such as a MagTrak disk contains? To suggest your favorite price, to suggest which magazine(s) you'd like to see MagTrak index, and/or to request that MagTrak be released

-- quickly! -- the address is CroResearch, PO Box 129, Lyons CO 80540. The author is Tory Sebring, the guy with the hat. This is what we used to call "a clever hack."

From the same folks comes DisKey. If I've spelled that right, it's also not ready for distribution yet either, but will be soon. The price is unfixed yet, so you'll learn it when I do. It's a li'l key which you slip on top of your disk when you want to write-protect it. This means you don't have to pull it out of the drive and put a sticky tab on it. This is what we'd call a definite advantage.

However, it runs into a bit of trouble with some 1050 disk drives. This is no fault of the DisKey; this is the fault of Atari. I've rarely met two 1050s which were built alike. Most of the time, the DisKey slips right in with no trouble. Occasionally, you meet the odd 1050 which is too tight, and you hafta struggle to get that key in. And is it really THAT annoying to put a sticky tab over that write-protect notch? It's definitely that annoying to remove the sticky tab; perhaps that's where DisKey will find its customers.

DisKey may not be for everyone, but it performs its function admirably. Like many things, it will be a personal taste. And like many subjective products, this is something you'll have to actually use to see how you like it. Get thee to a computer store and do a test-run for yourself.

SORCERER is a product which is released, and we know the price. It runs $49.95 list price, and it's an InfoCom adventure. If you're familiar with InfoCom, that's all the information you need. If you're not familiar with InfoCom, let me introduce you.

Sorcerer is several years old, yet state of the art. InfoCom adventures are all-text, yet have the most memorable and pictorial scenes that computers have ever displayed. Of all adventure games for computers, none have touched the literary texture of InfoCom's games. Each adventure reads and feels like a detailed work of fiction --- and, after a short time, it even begins to feel real.

In Sorcerer, the story begins with a hellhound racing straight for your throat! You have ONE move

to do something. The tension never lets up from this point. You are cast as a sorcerer who got a seat on the Circle of Enchanters --- and the greatest enchanter of all has been possessed by the most dangerous evil spirit of all! Your mission, even if you choose to not accept it, is to FIND your mentor and then defeat the raging demon which is planning the end of your world.

You'll find all sorts of diversions within the world of Sorcerer. A carnival, with a wild roller coaster ride, provides as much arcade action as the greatest arcade games.

It's one of the tougher adventure games around, and when you complete this game (and you will; just be persistent, examine everything, and remain true to the concepts of good and righteous things) you will feel as if you have accomplished a Great Thing.

A literary work is considered a classic when it touches on timeless human themes, and when it makes you feel uplifted. InfoCom's adventures, especially Sorcerer, comes very close to the status of literary classic.

Some software producers feel that pictures must accompany ANY game, even an adventure. This is disputable; the success of graphic adventures is not disputable. Sierra On-Line, which developed the first graphic adventures, have improved their own genre with animated graphic adventures.

One of their latest, SPACE QUEST ($49.95), casts you as a real goof-off. The spaceship you're on has been invaded; everyone has been killed. You survived because you were hiding in a closet, sleeping, when you should have been on duty. Somehow, you're supposed to avoid the intruders (fat chance!), get to other worlds, and complete a mission -- a mission you have no concept of!

The graphics are quite nice. They look almost as good as the animation on Saturday mornings. (If you like the current animation on Saturday mornings.) The interaction is a little annoying — you can't just say "GO OVER TO THE COMPUTER AND TURN IT ON," you have to maneuver the li'l guy with mouse, joystick, or arrow keys. Then you have to guess what you're supposed to type to activate the computer. (HINT: You have to LOOK at the monitor to do anything.) Though the colors, the movement, and the drawings make this more visual, the adventure really ends up quite limited -- and the interface is never as easy as just typing commands in.

Apple owners and IBM owners were gosh-wowed by these cartoon adventures. Now that they've been converted to the ST, we'll see if ST owners are that impressed. Most people who have owned Atari 8-bits will expect more from both graphics and adventures. Space Quest is actually pretty good....but it could never reach the status of classic.

Adventures, arcade games --- many are the ways which your Atari can entertain you. When these entertainments can actually teach you something, your Atari justifies its own expense.

MASTERTYPE, a mere $39.95, is the best typing instruction tool I have seen in my sixteen years as a typist and administrator. There are two phases: an introductory instruction program (14 or so levels of teaching) which will take someone who has never even seen a typewriter by the hand and teach them the keys and accuracy. This introductory program even becomes an improvement trainer for skilled typists once you hit the higher levels. A series of characters or words appears at the top of the screen. A keyboard appears at the bottom. A wizard appears between the two, and starts zapping the characters in rhythm with a metronome-like beat. At the bottom, fingers appear and type

the keys -- but only when YOU type the keys. If you type wrong, the wizard lets you know, and the action of the on-screen fingers will imprint the keyboard layout into your subconscious.

The second program is the MasterType game. In the center of the screen is your spaceship. At each of the four corners is either a series of home key characters (low level) or words (higher levels -- the higher the level, the bigger the words). The words begin to attack your ship, and the only way you can get rid of them is to TYPE them to death. That's right: the faster you type, the better you score, and the further away the invading words are. As an early reviewer said, "You learn to type or you die!"

I promised good ol' Roy Goldman that I'd critique DAISY DOT. Held off for awile, because it had some interesting bugs in it. Well, the bugs are just about gone now, so I can report that DAISY DOT is a bonafide necessity to all of us who don't have Near Letter Quality fonts in our dot matrix printers.

What Roy has here, is a program which will read ASCII files. This means you can't use control characters, underlining, italics, boldface, or any of those nice extras from your word processor. What you do get is the ability to print pages which look as good or better than any letter quality dot matrix printer on the market.

It's remarkably easy to use. The disk has instructions on it, but you'll probably be able to use Daisy Dot without even looking at the documentation. With all this going for it, you'd think there would be some problems.

Well, there are, but I think you'll agree that they're relatively minor. Of the fonts which I've seen so far (and more are being made all the time), only the Roman font resembles letter quality (I'd have preferred gothic or prestige elite); the others are mainly fancy fonts. And there's the previously-mentioned inability to use the control characters, so underlining etc. is right out.

But what he does have here is so useful and elegant that these minor complaints are just quibbles. Why, there's even an editor to create your own fonts (I may make those gothic and elite fonts yet!), and a friendly opening screen to make you feel at ease.

Most remarkable is that Roy has put Daisy Dot in the Public Domain. As always, it would be real nice (and a real incintive) to send him a few bucks to encourage further programming of this nature. His support to registered users has been better than professional. (Which means that I must send him some dollars as soon as the vacation debts are paid.)

If you enjoy reading reviews such as this, good guy Stan Swanson now publishes ATARI SOFTWARE GUIDE (seems it was named Atari News & Views previously). Fifteen or more pages of three column type, this zine is PACKED with opinion and data. For those of us with a tight budget, informed and well-written reviews are a godsend. Stan's able to take more time and room for each item than we can spare in the club newsletter, and he's able to analyze trends (such as his article is issue two about the tendency to bundle several programs from the past into one package) and include interviews of a decent size.

It's a mere $2.00 per issue or $8 for six issues. Single copies are on sale at Horizon Computers (this I know), and should be picked up by other computer shops in town, such as Computer Repeats and Computer Room. Try an issue, and avoid some of the turkey programs out there.

FARENHEIT 451 is another graphic adventure from the folks who gave us the Perry Mason adventure. Like the Perry Mason adventure, it reads better without the graphics (you can turn them off or just run it off the mono monitor). It's for the ST, though I still see no reason why it couldn't be translated to the 8-bit without any loss.

If you've never read the novel (Shame on you!) or seen the movie, this is a sequel to the story by Ray Bradbury. Montag (That's you, daring adventurer!) was once an enforcer of a repressive system which burns books and forces people to watch television. He/you rebelled in the novel, and have memorized a book. Books, the most dangerous thing in the world to dictatorships, survive in a unique manner this way. Each person in the underground has completely memorized one or more books. Montag's book was "Tales" by Edgar Allan Poe, for instance. By the end of the novel, a war had devastated at least one city, and the books returned to town to rebuild the people's spirit.

When this adventure opens, you learn that the dictatorship still exists, though the underground has certainly made inroads. You learn that a young girl, the one who taught you about books and freedom, did not die as you'd once believed, but is being held in New York. You have determined to rescue her.

The underground will help you, as will one contact named Ray (for Ray Bradbury, who aided in writing this adventure). You'll need all the help you can get, for there are wanted posters out on you, fascists and reactionaries out for you, and mechanical hellhounds after your blood.

Quibbles? You bet! I could gripe about the s-l-o-w parser, which --even if you turn off the graphics, loads everything from disk and waits for the picture to be drawn (which it isn't) every time you communicate with the program. The pictures are some of the nicest I've seen, and there's an interesting use of multiple screens. However, the richness of the text is betrayed by the drawings on the screen. The best graphics available for a computer adventure still aren't good enough to convey realistic impressions.

Otherwise, it's a tough adventure with enough challenge to hold you spellbound. There are hints available in the documentation; adventurers who wish a greater challenge can ignore them. For a striking game with very well-written dialouge and text, you could almost rate Farenheit with the best adventures from InfoCom.

A few other things remain to review, but will have to wait until next time. There's a PD adventure named CrownQuest which I'm just starting on now; I have a few other InfoCom adventures to try (always a good thing to do); I'd like to recommend some of the magazines out there and let you know that Family Computing is almost a waste; there's so much that is good happening for Atarians today that I can't afford the money or time to get them all and review them all. Having felt the pinch of a shortage of good things for Atari computers, this "too much of a good thing" is something I can suffer with.

----------Chet

Oasis BBS

"The Most Complete BBS
for the 8-bit ATARI today!"
by
The SysOp
TEKTRON BBS
A/C-918-835-5198

For all you folks out there that have never called an OASIS Bulletin Board System, you have really been missing alot!

Back in the "good ol' days" when you got your brand new "300" baud modem and called your local AMIS or other 8-bit system, you probably thought you were in some pretty tall cotton. At least I did. I mean really, here you were in the comfort of your own home, getting all this ATARI related information and programs that other Atari folks had written, at your leisure. The only problem was that even though the equipment was good enough, it never was fast enough to suit most of us. Hince 1200, 2400 and now 9600 baud modems. Therefore the software was always coming up with restrictions that had to be written around.

Today although 1200, 2400 and 9600 baud modems are not in everyone's home, they are quickly becoming very popular with the home computer scene. As baud rates increased so did the problems with making a BBS efficient enough to keep up with them.

Ralph Walden, Rich Renner and Leo Newman have come to our rescue with the OASIS BBS. The BBS is written in MAC/65, therefore once compiled the heart of OASIS is in machine language. Immediately you would think that a machine language program would be restrictive to customizing as a couple of its predecessors. WRONG! You can actually set an OASIS system up to look like an AMIS or just about any other BBS that you have seen. I am not going to "knock" any other BBS programs here but believe me, I have paid out lots of bucks for what was described to be as the "BEST" 8-bit BBS around just to end up formatting the disks that they came on.

As you will one day come to the reali-zation that you don't have to pay a ton of money to get a really excellent BBS program (OASIS is merely $15) you will be shocked to see how complete a system that OASIS is.

Okay now that I have got down off my soapbox I'll get on with the review!

Oasis is comprised of several files. At first one would think, "oh no, look at all this junk I have to edit!". Actually that is one of the finest points of the BBS. You have a machine language program that can be "personalized" to your own satisfaction without knowing any machine languages!

Briefly there are five type files you will be using:

.RES - Memory resident, loaded by the bbs at boot time.
.SUP - Disk resident (either on a diskette, hard disk or ramdisk.) used by the BBS as needed. .DAT - MESS.DAT is the "personality" file that lets you modify the appearance of the board. PASS.DAT is of course the password file like any other bbs.
.DA? - Message bases .TXT - Text or documentation files that you can have users access through the DATA base portions of the BBS.

The BBS will run on just about any kind of DOS, but most choose Sparta Dos for its sub-directories and usability with a hard disk. Using Sparta Dos will allow you to have a "batch" file that will set up the ramdisk and copy files to it at boot time so the BBS will run at ramdisk speed if desired. This is also a plus if you only have 1 disk drive.

If you are fortunate to have Sparta Dos and one of their R-8 clocks, all you need to do once the BBS is set up is slap all the disks in the drives and turn the computer on. When you are at the WAITRING screen you can remove the disks and replace them with either a blank formatted disk (for the upload drive) or use a disk full of files for downloading.

The OASIS system supports 8 message bases plus E-mail. Each message base can hold 99 messages and are automatically compacted when they max or you can set them to compact at a lower number. You can also have three data bases that can be set up with individual protocols. You can have a user press a letter or number from a data base to either have the information scrolled on the screen automatically or be prompted for type of protocol for the transfer.

As a SYSOP you can set your system up in any number of ways. You can have a GUEST function that allows a person on just to VISIT the BBS and look around. You can restrict him or allow him whatever privileges you wish. Or on the other hand you can LOCK a GUEST or visitor completely out of the system and have specified times that GUESTS or new users may be allowed on. If needed, you may even restrict the board to 1200-2400 baud callers. This may sound a little harsh for some, but it seems that in most cases of abuse to a BBS that the caller was at 300 baud. The only bad part about a 300 baud lockout is that you are locking out the "decent" 300 baud callers. It all boils down to, "It is YOUR system and YOU can do with it whatever you wish!"

The most important part about an OASIS BBS is "Ease of Use". Once a user has been on and looked around, he feels "at home". It is quick and easy to see any new messages on your return to an OASIS system. By pressing "*", you can see any new messages in all bases since your last visit. Once read, the flags are turned off. This makes it especially nice for the long distance caller saving him time looking through old messages to find the new ones.

Downloading from an OASIS is simple and you can do it in a number of ways depending upon how the BBS is set up. You can set up two separate menus if you wish to keep the confusion down. The 8-bit files can be selected from one menu and the 16-bit files selected from yet another menu. The menus can be designed from a DOS copy from screen command, or from a word processor such as TEXTPRO (if you tend to make typing errors like I do).

As in the data bases, the files menus (FDIRECM for the 8-bit & SDIRECM for the 16-bit) have a support file that will tell the bbs what to look for when an option from the menu is selected. This is especially nice even if you do not use subdirectories for file storage. Simple DOS parameters are used to search for files.

You as a Sysop have the option to create a more descriptive extension label for each file. You will notice on an OASIS system that when you are looking at files from one of the menues that you actually have more than just a filename to help you in identifying the type and language of the file. The Oasis as part of its bootup reads a file (EXT.RES) into memory to use to label the files depending on the first two digits of the file extension. That way when you see a file like RAMBUGII.OBJ you may actually see RAMBUGII OBJECT GAME or RAMBUGII ARC GAME to let you know you need to UNarc it and so on.

The primary download area would be the F iles area itself. A screen of files is viewd and if you desire to download one you press D then the corresponding number to the left of the filename. You may also download from a DATA BASE if the Sysop desires to set it up as such. Last but not least you may download from a message base or E-mail! (When I first saw that one I had to sit back and think a minute.) There isn't any BBS in the country that ever did that!(That I know of.) If a SYSOP had done some personal type work for someone he could leave the file out there and just leave a message to the person it is intended and he would be the only one that had access to it. Also it makes it super nice for a person to check at a glance ("*"new messages) to see if there has been a program added to the system without searching for it the "old fashioned way" through say 10-20-30 meg of storage. The Sysop can also explain the program or even give a brief review of it and give UPLOAD CREDIT because it is in a message. The user simply presses "Q" if he wishes to download it and like in all the transfers you are prompted as to the type of protocol you wish to use. As of this writing you have the option to use XMODEM, XMODEM-CRC, YMODEM & TEXT.

As most of you know, (providing you have a good data line) YMODEM will transfer data faster because it is sending 8 times the data in one block. As long as you don't have any retries on the data transfer you save checking the checksum 7 times. The only problem with YMODEM transfers is that there are few terminal programs for the 8-bit that support it. That brings us to yet another facet of the OASIS BBS.

A built in terminal program. I know, you are all saying "That's no big deal, any decent BBS has one of those!". Okay, maybe they do, but it is just another plus. It sure makes it handy for the guy that is running the BBS from his four floppy drives and dreads the thought of having to reboot the system.

If you are still pondering running a BBS on your trusty 8-bit or if you have been running an 8-bit BBS on anything other than an OASIS I would advise you to get one right away. Besides, someday if you are going to buy an ST you wouldn't want to tie it up with running a BBS all the time, keeping you from what you like best!

For your copy of the Oasis call:

HELP BBS (Leo Newman) 300/1200 Wichita, Kansas 316-683-7514

You'll be glad you did!

To order your Oasis BBS system send a Money Order for $15.00 to:

Leo Newman 3900 N Woodlawn #17 Chisholm Wichita, Ks. 67220

For a look at the Oasis in action locally call Skyline BBS (303-457-0320)

GAMES GAMES GAMES GAMES

by Bill Silverman

In the B.T. (Before Tramiel) years at Atari, way back when marketing was more important than sales, when Alan Alda was about the great Atari salesman Atari also contracted with LUCASFILMs LTD to produce a series of games for the XL/800 computers. Although the contract between Atari and Lucasfilm was terminated by the new Atari four games were produced and marketed by the company via EPYX software.

These four games were, in order of appearance, RESCUE ON FRACTALUS, BALLBLAZER, KORONUS RIFT, and THE EDILON. Although never given the credit they deserve these four games have set standards that will be hard for any program to exceed for animation, use of color, and overall play/challenge/fun.

Rescue on Fractalus was Lucafilm's first game for the Atari. It used fractal geometry to generate landscapes on a planet. The game is of the 'hide and seek' category. In this case the computer hides downed space fighter pilots and you have to find (rescue) them.

There are, of course, a variety of gun emplacements, fortresses and fighters that are determined to stop from flying around the planet and every now and then one of the aliens will try to sneak onto your craft when you land. The arcade aspects of this game are challenging at these levels. The number and accuracy of gun emplacements increase as you go higher and higher into the game. You must become a more accurate gunner and better pilot to match the improved skills of your computer adversary. This first Lucasfilm game is relatively straight forward search/rescue/destroy arcade style game. It has also proven itself to be bug free.

Ballblazer is a variation of pong. Two opponents face each other on the surface of a planet and try to place a ball in the other player's goal. You are placed inside a pod and must find the ball, your opponent, the opponent's goal, and your own goal. Your view of the game is through your pod's front window. The speed in this is furious. The checkerboard playfield adds depth and a sensation of speed to the game that few other action games approach. In addition to your opponent you also play against a clock. Time is on the side of the winner. For those gamers who like fast paced arcade type action this is your game. This game also introduced Lucasfilms continuous background music and sound effects which make the game that mush more enjoyable.

Koronis Rift had the most potential of these four games but suffers from score keeping and playfield bugs. The game concept is basically a treasure hunt within a planetary maze. You must use your smarts to equipment your land rover with the right equipment to defend yourself against the protectors of the planet. You must scavenge this equipment from the planets surface and come up with the right combination of shields, guns, sensors, cloaking devices, power generators and so on to fight patrol craft with changing characteristics. The clock plays an important role in this game. The longer you stay on the planets surface the easier it becomes for enemy craft to detect you. Levels in this game are called rifts and as in all mutli level games the higher up you go the harder it gets. A unique twist to this scenario in Koronis Rift is that you must find the equipment to survive in earlier rifts or you'll never make it to the top. (Humbly I admit I have never made anywhere near the top)

The graphics in this game are not the equal of the those in Rescue on Fractalus. On occasion the computer seems to lose it's grasp of the fractal mathematics that make hills and valleys realistic as you find yourself stuck in valley you can't get out of or going up a hill with no top.

On the whole, if you like games that mix reasure hunts, some arcade action and a modicum of planning you will enjoy this game immensely. There is also a significant amount of learning how to play by discovery. The manual gives you the general outline of the game and tells you how some of the devices work... just clues to a vary entertaining game that is marred by a couple of bugs.

The Eidolon is a maze masterpiece. It must have been the last game Lucafilms developed as it is the best of the lot, the most refined. Fractal mathematics is beautifully employed to generate well defined caverns, walls, and ceilings. The playfields are all exceptionally well done. As you travel around the various mazes in HG Wells facsimile time machine you look out your front window and must collect various power stones and jewels and defend yourself from the magical creatures that roam the caves. Your adventures on each level are limited by time and the energy your time craft has. The animation in the game is fantastic with all sorts of beast realistically coming to get you. The plot of the game is pure fantasy but 100% playable. While you can get through the lower levels of the game with a combination of luck and arcade skill you will need to figure things out when the going get's really tough. As in other Lucasfilm games you'll need various objects from one level or section of a cave to successfully get through to the next level of the game.

These four games taken together are a high water mark for Atari computer games. The playability and high quality of graphics and sound are of the highest quality. The couple of bugs found in Koronis Rift only slightly detract from the overall enjoyment you can have playing these four games.

The games can be purchased locally at HORIZON COMPUTERS or custom ordered through C&V Software. The original retail price was $39.95, currently they can be purchased for about $15.00 each. I also noticed in the Sept Antic,(WOW and this is July?,what lead time!) that Software Discounters of America, (1-800-225-7639) have all four titles on special for $9.88 each, as if that wasn't enough, buy three and get the forth one FREE! How can you miss?

The Print Shop Companion
by Charles Brown

In this article I will review a utility program for The Print Shop. It is called The Print Shop Companion. This program contains several useful utilities for the main Print Shop program. It also has some extra pictures, fonts, and borders for you to use with The Print Shop.

When you first use the Companion disk, you must let your Print Shop disk know that you will be using the features added by The Print Shop Companion. This is accomplished in the set-up routine. The instruction manual just tells you to follow the on-screen prompts to do this set-up. When finished, the new set-up data will be saved to your Print Shop disk and copied to your Companion disk. The Print Shop disk will now recognize the Companion disk. You should put a write protect tab on both your Print Shop and Companion disks.

Like The Print Shop, the Companion disk can be used with either the Joystick, the Koala Pad or the Atari Touch Tablet. The Print Shop Companion has several new features. You access them from the main menu, just as in The Print Shop.

The first selection is the Graphic Editor. I feel that this editor is much better than the one provided with The Print Shop program. It has many more features, such as: a selection of 17 patterns that you can use to fill in different areas of your picture; different "mirror image" effects (as in Atari Artist); flipping of the graphic both horizontally and vertically; a negative feature, which creates an inverse of the graphic. This editor even automatically draws circles, boxes, and ovals for you. I feel that this editor is very useful, and that you will find it to be very helpful.

The next selection from the menu is the Border Editor. You can use it to modify one or more of the 50 borders provided on this disk. You can even load in and modify the borders from the main Print Shop disk, or you can use it to create your very own borders. When this feature is loaded, you will have three different editing boxes. The first box is used to edit the four corners of the border. The second box is used to edit the top and bottom parts of the border, while the third box is used for the sides of the border. This editor uses many of the same features as the graphic editor. With the three editing boxes and all the editing tools, you can really be creative with your borders.

The next feature is a Font Editor. You can use it to modify any of The Print Shop's eight fonts. An additional twelve fonts are provided on the Companion disk as well. You can even create your own. I haven't really tried this one out, so can't comment on its usefulness. I am sure it has the same features as many of the other font editors you've seen.

The next feature chosen from the main menu is Tile Magic. This feature is very similar to the kaleidoscopes from the screen magic part of The Print Shop. You can browse through the different patterns that are provided. When you see one that you like, you simply hit a key to freeze it on the screen. Then, you can save the pattern to a data disk, or you can go to the graphic editor to modify it. You can use it to create a whole lot of different things for your creations.

The next feature chosen from the main menu is a Creature Maker. In this part you have a choice of different zany creatures to start with. You can change the three parts of a creatures body. They are the Head, the Middle and the Feet. You can exchange all of these parts at will. Once you have made your own creature, you can save it to disk as a graphic, or you can go to the graphic editor and modify it even more. (My kids love this part of the program! - Ed.)

The last selection from the main menu is the Calendar Maker. You can use this mode to create and print out your very own calendars. You can either make a weekly or monthly calendar. You can put graphics on it. You can use different fonts on it for unique effects. A very nice feature is that you can put your own messages in the daily spots on the calendar; you can put in things like birthdays, anniversaries, appointments or anything you want to remind yourself of. This way, it will be already printed when you do the whole calendar. This is nice for people like me who have poor hand writing (or people like me with poor memories! - Ed.). After you have made your calendar, you can print it or save it to disk. It is nice to save it, and then load it back in later to either print or revise it.

As you can see, The Print Shop Companion is a very powerful utility for the main Print Shop program. If you really want to create your own Print Shop icons, I feel that the graphic editor on the Companion disk is far superior to the one on the Print Shop disk. If you are serious about using the The Print Shop program, I'm certain that you will find the Companion disk very helpful.

Minutes of the July 1987 Starfleet Meeting

by Gary Skinner

Scott started the meeting off around 10 after 7 with only about 20 people attending. But do you believe that ALL of the officers were there? Not only is this the first time in quite a while that we have had a full slate of officers but they were all at one meeting.

Next month will be a library access night - Bring your disks. There will also be a dueling drive demo - Happy vs. Doubler. Come and judge for yourself.

Scott had several disks for exchange for donation. We now are getting the disk versions of Antic and Analog. But you must bring a copy of the magazine that you want the disk for (or proof of subscription). The treasurer reported that we have more than $600 in our account. So why not have a picnic? Planned for August 23, at 10AM. Come to the next meeting to be counted in for food and find out the exact location.

Question: what do YOU think are the best public domain programs in our library? Tell Orrin, he wants to get together a "best of" disk to sell to interested people.

On to the DEMOs:

Hampack written by Richard Meyers - learn morse code, get a novice HAM license.

Video Vegas - play the Slots, Keno, Blackjack, or Poker. Pretty good simulation. Scott won a few bucks, and LeRoy lost a few.

And that was that meeting, See YOU next month.

STig MEETING FOR JULY 21, 1987 by LOUIS MENDOZA

For those persons who have played Silent Service, I am sure you know the feeling of frustration when your sub is sunk and the screen starts to scroll up on the view of the command deck. I am sure that Ed Fason felt that way when he attempted to load a disk and found that his disk drive had once again been sunk and had begun to scroll up. Ed knew his disk drive had been depth charged some where between his home and the Hampden Library but his sonar never showed a blip. The time he had spent arranging the program for the evening was not totally wasted because drive or no, the meeting must go on and although we did lack in graphics, we did not lack in material or information.

Our first speaker of the evening was that king of the software business Phil Michaelson, the following are short descriptions of the programs he brought to the meeting and their retail prices.

*****There is now an I.B.M. Emulator that really works, it's called P.C. Ditto and allows approximately 80 to 85 percent of software to be run on an ST at 4/5 the speed of the I.B.M. It will support a hard drive, requires a color monitor, has 8bit quality graphics and can read or write to a I.B.M. formatted disk. A word to those who only have one drive, most programs for the I.B.M. are written for a 2 drive system and although the program does give you instructions on when to change disks, it can lead to a lot of disk swapping. The retail price of this program is $89.95.

*****The GUILD OF THIEVES is now available and is being put out by those same people who gave you the PAWN. It is said to be a very good game for those who are into the text adventure w/graphics. The suggested retail on this is $44.95.

*****Atari is putting out some very serious educational programs, the one Phil brought over was Chemistry Vol. I. They are being sold almost as fast as they come in so if you are interested give Phil a call. These programs retail between $17.95 and 24.95.

*****Phil did mention that he has True Basic, it has the capability to run any program, from any computer, that has been written using this language. Retail is $79.95

*****Last but not least, we have LAND of the LOUNGE LIZARDS it is rated as a PG to a soft R type of program, so you take it from there and it retails for, $49.95

*****BRIDGE 5.0 is now out and play's a fair game. It has been heavily beta tested and is currently being converted to run on the 8 bit machines, it retails for $34.95

RUMORS:

INDUS IS COMING OUT WITH A DOUBLE SIDED DRIVE FOR THE ST THAT WILL COST LESS THEN THE SF314.

The Mega ST's were shipped, 1 was shipped to London and a half dozen were shipped to the United States. It is rumored that they will not be put into production at this time because of the current price of the chips in the market.

NEWS WORTHY ITEMS:

The author of the PD programs MONOPOLY, WHEEL OF FORTUNE and MILBORNE has requested that all BBS's, computer club libraries and individuals please remove these programs from their disks. He has been taken to court and charged with copy right infringement. It never fails to amaze me how these large companies can go after the little guy who has improved their product or introduced it into a new environment that they have no intention of entering or that they wish to enter with the idea of the person they are taking to court. I for one have bought my last game from these companies and what I have expressed here is my own opinion and not that of the STig. If you or anyone out there has an opinion dealing with a subject that effects you or those around you, don't just sit and stew, it's time those people and companies realize that they are dealing with more than just a wallet or a credit card. Again, this is my own opinion and not that of the STig.

Wheewww....got that off my chest.

RUNNING BOARD:

HEY GUY'S, IT'S UP AND RUNNING AGAIN!!!!!!

Thats right the Running Board has gotten it all together again. It not only has all the stuff that everyone calls the boards for, now it even has the STig meeting minutes. So if for some reason your news letter is late in getting to you or it's lost in the mail, you can still get the STig news off the running board.

For those who are having trouble running the ARC utility, we now can give you some needed help on the Running Board. All you need to do is down load the text that will explain it to you or you can get some direct help from Chris just by leaving him a message with your question or questions.

Chris has also given high marks to the Flash card sold by Antic. He recommends it to anyone using the Flash modem program. Next month Chris promises to give the review on D COPY, which he was unable to give this month because of the disk drive problems. The meeting shows signs of being of interest to almost everyone and you should make plans to attend and as always you'll walk away with information that you can put to use. Until then I'll try to put my mind on a more positive level and not allow it to drop to that point where I'm no better then those companies I wrote of earlier. Till then.....

BYE

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ST NEW PRODUCTS

BY GREGG PEARLMAN, ANTIC ASSISTANT EDITOR

PIRACY ON THE HIGH SEAS

Yo ho ho -- Pirates of the Barbary Coast puts you on a trading frigate in the late 18th century. You're the captain, and you're searching for the ruthless Bloodthroat -- who has your daughter in his oily grasp. In order to raise the ransom and rescue her, you must trade in the various Barbary Coast seaport towns. Along the way, you also might find buried treasure on one of four possible islands. The only thing missing is a bottle of rum and a parrot shrieking "Pieces of eight!"

$24.95. TDC Distributors Inc.
/Starsoft Development,
3331 Bartlett Blvd.,
Orlando, FL 32811.
(305) 423-1987.

FROM KASPAROV TO SARGON

Chessmaster 2000, with more than 71,000 opening positions, contains the largest opening move library available for a computer chess game. The game provides 12 levels of play, teach and hint modes, and the ability to retract moves -- all the way back to the beginning of the game.

The Chessmaster 2000 library contains 100 famous games, such as the Kasparov/Karpov championships or even the Chessmaster 2000 vs. Sargon III battle of 1986.

$44.95. Electronic Arts,
1820 Gateway Drive,
San Mateo, CA 94404.
(415)571-7171.

THREE FROM REEVE

The ASCII- and DEGAS-compatible News Station ST ($34.95) features text entry and graphics modes, clip art, an undo command and adjustable margins and line spacing. Disk Master ($29.95) features a powerful sector editor, backup utility, custom formatter and a graphics display that shows you exactly what your disk drive sees. Finally, colorful graphics and realistic action on a 3-D ice rink is what you can expect in World Class Hockey ($29.95).

Reeve Software,
29W150 Old Farm Lane,
Warrenville, IL 60555.
(312) 393-2317.

A MILLION FROM MICHTRON

GFA Draft ($99.50), a two-dimensional CAD program, makes it easy to create circuits, scaled drawings and detailed plans. You can have 255 drawing layers (and display up to 10 at once) and two styles of variable sized/directioned text, or print or plot in different colors and densities. Other features include Measure, Enlarge, Reduce and Rotate commands.

MichTron's TRIMbase ($150) data management system lets you handle large amounts of data, enter names, addresses, personal or business details, and generate custom reports, both as tables and as free text. The program also provides special relational functions for cross-file interactions: condense, break up, merge, subtract and join files.

In Journey to the Lair, adapted from the arcade game Dragon's Lair, you'll help Dirk the Daring try to save Princess Daphne. The Dragon's Lair disk is $29.95, as is the video laser cable, but the entire package costs $49.95.

Karate Kid II ($39.95), based on the film, pits Daniel against increasingly powerful opponents. Features include one- or two-player options, a MIDI-compatible soundtrack, joystick or keyboard options and realistic sound effects. Four dozen trivia cards -- half with questions, half with answers --are displayed face down on the desktop.

You have to flip over two cards at a time trying to find the Perfect Match (39.95). The game features eleven categories, from sports to showbiz. You can even make your own categories and questions.

If you think about it, what else could R.A.I.D. ($39.95) be but a progam debugger? Features include a mini-assembler/disassembler, full screen editing capability, tracer options, copy, fill and move block commands, breakpoints you can reset and two screen displays to keep program and debugging activity isolated.

Shuttle II ($39.95) is -- what else? a space shuttle simulator. Control the shuttle while docking an orbiting satellite. Maneuver the astronaut while he makes repairs and takes the satellite back to the shuttle for further inspection, then fly the shuttle back to Earth and land.

Match Point ($39.95) simulates every aspect of tennis with accurate graphics and scoring, as well as a 3-D playing screen. With three levels of play, Match Point features a stadium full of fans, line judges, a score board -- even ball boys. Use your mouse, joystick or keyboard to play.

Perhaps the most exciting new MichTron product is the Realtizer digitizer ($199.95 -- originally the Print-Technik Video Digitizer), which allows color and 16-gray-level images and lets you load and save pictures in NEOchrome and DEGAS formats.

When you're done with all these products, organize them with Super Directory ($39.95), which reads your disk directories, recording their files, lengths and other attributes. Add personal comments and categories, sort, display and print organized directoy lists. A disk library can hold 9,000 entries.

MichTron,
576 South Telegraph,
Pontiac, MI 48053.
(313) 334-5700.

MUSIC SEQUENCER

MIDIsoft Studio, a flexible, easy-to-use line between the ST and any MIDI-equipped instrument, features fast real-time record, playback, overdub, rewind and fast-forward. It has 32 independently controlled polyphonic tracks and a capacity of more than 80,000 notes per song, and you can record or play from any point in the piece using autolocate.

$99. Passport Designs, Inc.
625 Miramontes Street,
Suite 103,
Half Moon Bay, CA 94019.
(415) 726-0280.

CHILL, THEN SERVE WITH SILICON CHIPS

FTL's Micro Cookbook has hundreds of recipes and a complete cooking database program that can search and retrieve recipes by ingredient, category and more. The program can give suggestions for letovers or new entrees, and you can add your own recipes. Features include menu planning, portion sizing, calorie control and automatic preparation of shopping lists.

$49.95. FTL,
6160 Lusk Blvd.,
C-206,
San Diego, CA 92121.

(619) 453-5711.

GRAPHIC ARTIST 1.52

The new version of Graphic Artist provides a print queue and includes more printer and plotter drivers, as well as improved driver editors that let you support virtually any dot-matrix printer (including 24-pin printers, but excluding color printers printing in multiple colors), laser printers (except Postscript) and plotters.

Also, the last mouse coordinates typed are displayed when new coordinates are typed in. Other features include improved pathname syntax checking, printing tips and more precise text margin alignments.

$199.95. Progressive Computer Applications, Inc.,
2002 McAuliffe Drive,
Rockville, MD 20851.
(301) 340-8398.

THREE CLASSIC COURSES

The Famous Course Disk: Volume II features three of the most difficult courses in the world: Turnberry in Scotland, the Inerness Club in Ohio and Harbour Town in South Carolina, for use with Accolade's Mean 18 golf simulation.

$19.95. Accolade,
20833 Stevens Creek Boulevard,
Cupertino, CA 95014.
(408) 446-5757.

Software Review
The Writer's Tool
by Dr. Warren G. Lieuallen
reprinted from Fuji Facts
the newsletter of the Atari Computer Enthusiasts of Columbus

The Writer's Tool, by OSS, Inc. is one of the newer word processors available for the 8-bit Atari computers, and luckily is also one of the better ones. The program is supplied in two parts, a ROM cartridge and a floppy disk, and also includes exhaustive documentation (tutorial, reference guide, and a quick reference card), bound in a classy yellow binder.

The Writer's Tool functions through a variety of menu and sub-menu systems, which include Search, Disk I/O, Print, and several External Functions. Many of these system menus are very easy to use, and contain important information about the program and the text file being edited, such as number of words, total length in bytes, cursor location, printing format values, etc.

When booted on an unmodified Atari 800 XL, the program leaves 23,219 free bytes in RAM. This is the equivalent of nearly 15.5 double-spaced pages. Text entry is very similar to any word processor program--you simply enter the text from the keyboard, and let the computer worry about margins, spacing and the like. Both "typeover" and "insert" text entry modes are supported, with different cursors so each can be easily distinguished. Numerous text formatting commands are available, such as: automatic line centering, hard spaces and soft hyphens, headers and footers, margin justification, etc. Other printer specific features include: italics, bold-face, underlining, double-width printing, sub- and super-scripts, and more. One nice feature is the inclusion of "triple-printing" for sub- and superscripts, in which the characters are printed full size, and either lowered or raised one-half line. This may not sound like much, but no other program that I am aware of does it, and it really does look nice on the printed page.

Many of The Writer's Tool's printing commands take some getting used to, as they are distinctly different from other word processors you may be familiar with. This is not necessarily bad, just different. First of all, there is no direct way to control the top and bottom margins; headers and footers containing blank lines must be used to leave some "white space". Secondly, The Writer's Tool will begin and end printing wherever the printer happens to be on the page; page ejects must always be forced at the end of the document, and the paper alignment is slightly more crucial at the start of a document. However, these differences are quickly accomodated (and will not be noticed at all if The Writer's Tool is your first word processor), and should not hamper anyone in the use of this program.

Perhaps more importantly, the print preview function is present, but somewhat limited. Activated by a command from the Print System menu, only the left 38 columns are visible, with no screen scrolling available. While still useful to judge placement of material on the printed page, this feature is more limited than in other programs.

Although not mentioned in the documentation, an added bonus is the ability to include graphics within the body of your text. With a special "link-printing" command, any file(s) with the extender ".GGG" will be included byte-for-byte as graphics data, if your printer can handle it. Although not included with my copy of the program, a graphics driver to convert graphic files from Koala Pad,

Touch Tablet, B/GRAPH, etc. is now available from OSS. Unlike some other programs, by including one byte to tell The Writer's Tool the size of your graphic, the page formatting will not be disturbed, and multiple graphics may be included anywhere within your text, with no additional modifications required!

One of the External Functions available is the spelling checker. This feature alone make The Writer's Tool a stand-out word processor. The spelling checker, which includes a 20,000 word dictionary, is one of the slickest I've seen. It begins by first alphabetizing your text file, and then searches through the dictionary. This process eliminates looking up repetitions of the same word, and greatly decreases the amount of disk access, since everything is alphabetized. Many options are available to add to the dictionary by creating your own personalized dictionary, mostly through a separate External Function called, appropriately enough, Dictionary Management.

A "Mail-Merge" feature is also available, which accesses the mini-Data Base included with The Writer's Tool! Multiple fields and records are easily created and edited to serve a variety of needs.

There are still lots of features to The Writer's Tool--this is one of the more powerful word processors available for the Atari Computer Systems. If anyone missed the demonstration at the February meeting, or would simply like more information, just contact me. I'd be happy to discuss The Writer's Tool at length, and can certainly have a complete demo at a SIG meeting sometime.

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WORLD OF ATARI FAIRE
SANTA CLARA SHOW DEBUTS -
"FINALIZED" ATARI LASER PRINTER
- NEAR-BETA WORD PERFECT...& MORE
BY NAT FRIEDLAND, ANTIC EDITOR
6/21/87

With all the other Atari Fairs that took place during the past 12 months and the huge Consumer Electronics Show just three weeks ago, it was surprising to find so much new to see last weekend during the hastily-organized World of Atari Faire at the year-old Santa Clara Convention Center

But several unfamiliar companies with impressive ST software made their Atari Fair debuts last weekend. And a near-production version of the Atari SLM804 laser printer had its first public showing. This report concentrates on products that have not been reported on previously.

The Atari laser printer is smaller and lighter than most current models, but seems just about as fast and sharp. It was operating in Diablo 630 emulation with a 4Mb Mega ST running a pre-release version of the Microsoft Write word processor with a WYSIWYG display. The laser controller board is in a modem-sized box cabled between the ST's high-speed Direct Memory Access (DMA) port and the printer. This controller box also has a second DMA port for connecting a hard disk.

This 300 dots-per-inch printer supports Atari's GDOS (which automatically uses the highest resolution available to a printing device). He picked up a selection of the sharp graphics and muli-font printouts that the Atari SLM804 kept churning out throughout the day. Late summer or September is the current estimated market arrival for the Atari Desktop Publishing System.

At a neighboring booth, Word Perfect was showing a near-beta version of the forthcoming ST edition of its bestselling word processor. The GEM-based software, due in September, looked extremely fast and powerful. It will list at $395 but is often discounted by more than 50% in the IBM version. The WP rep said that the company is working closely with Publishing Partner's developers to assure immediate desktop publishing compatibility for the word processor.

Programmers will love Omniware's new Edit/Booster, an ST text editor that also generates GEM code by mouse. Select "Draw A Circle" from a drop-down menu and the GEM code apppears in your program. The version currently on sale just works with C, but updates for GFA BASIC, Personal Pascal and Modula-2 are promised soon. Omniware, based in Bellevue, Washington also showed a desk accessory controller for the widely used Hewlett-Packard Laserjet printer and an H-P terminal emulator.

Iliad Software of Orem, Utah, another new entry, showed a powerful, user-friendly CAD/drawing program, Athena II, selling for $99.95. Athena requires a 1Mb ST, but functions in either color or monochrome. Coming soon is a circuit-testing simulation program called Circuit Maker. The company was also showing a multiuser, multitasking operating system, PDOS, which is similar to the system used on 68000-based VME workstations.

A wide-ranging product line of specialized business applications for the ST was shown by Hi-Tech Advisors of Winter Haven, Florida. Their $199 titles included Church Manager, Service Station Manager, Video Store Manager, Inventory Pro and Sales Pro Plus. Mail Pro handles custom mailing lists and form letters for just $69. SBT of Sausalito, California kicked off a line of dBASE III business accounting modules based on the ST's dBMAN clone.

Beckemeyer Development Tools of Oakland, California showed their latest addition, a touch-screen restaurant menu system. The demonstration model for a'Chinese restaurant was almost frighteningly complete and efficient.

Two image scanners were shown at the fair. Navarone, of Sonora, California had a $1,239 ST system including the Canon IX-12 scanner. The simpler $99.95 IMG Scan from Seymor-Radix of Irving, TX used a small box that tapes to the print head of any dot matrix printer that supports graphics.

Old-timer Lou Schwing of Astra Systems was gleefully demonstrating the ruggedness of his HD+ unit which combines an 20Mb hard disk and a double-sided ST 3.5" disk. The HD+ was notably cool and even kept operating as he waved it in the air and laid it on its side. DeskCart, a $99.95 cartridge from Quantum Micro of Liverpool, New York is a real-time clock/calendar with a full set of Sidekick-type desk accessories including a filer, calculator, address book, notebook, macros, RAMdisk driver and other utilities. The cartridge format is claimed to save memory and operate faster.

The World of Atari was busy and profitable for most exhibitors throughout its Friday-Saturday run. The thriving Antic booth was showing upcoming ST graphics software from The Catalog -- Cyber Paint, a paint program that creates images for animation with Cybermate, and Spectrum 512, a smooth-lined, ultra-clear paint program that can display all the ST's 512 colors simultaneously.

ATARI CLUB OF DENVER

JULY MONTHLY MINUTES
by Tommy E Thomas II

NIGHTMARE ON ALAMEDA STREET

I knew I was in deep snowflakes the moment I stepped into the room. Not only had I stepped into the wrong meeting room but t Mafia hit men... Not even a Commadore users group meeting... It was worse than all of the above put together... (At least for me!)... It was....(Insert drum roll and gasp!)... A convention of... (Insert cymbal crash)... Irate english teachers! On their blackboard was a wanted poster. It had my picture on it using a chainsaw on a stack of literary classics. The poster said: "WANTED DEAD OR ALIVE! For crimes against the english language, grammar, literature, and good taste." As I was running for my life a hard bound copy of Webster's Dictionary slammed into my back and sent me sprawling. The last thing I remembered before blacking out was, "Nice shot Martha!" "Oh, it was nothing, got the skill as a result of throwing all those erasers at students over the years." "That's nothing. Why I could of..."(Fade to black... PLEASE!) (Insert dream like state and endless echo effects) "...Mugged by little old school teachers.... Horrible! .... Will he live?... God, how could they do such a ghastly...(Insert long ride down a brightly lit hallway).... DR. WACKO, DR. WACKO. Please report to the Emergency Room... DISK DOCTOR to the O.R. Stat!... Look what they did to his disk drive... Will he ever be able to format again doctor?... Bring that SCANALYZER and DETECTOR over here... CARDIAC ARREST!... UNDELETE... CUT AND PASTE... Get that FONT EDITOR over here... PROTECTOR, write protection tabs, TRANSLATOR... Ah, there's the problem...No DOS and a PIRATES TREASURE CHEST... MASHER, BOOTLEGGER... A SKUNK and two CHIPMUNKS!??... SCRUNCHER,... He'll need a SHRINK..." (Fade back to black)

I regained senses slowly, through the faze of pain killers, just in time to see my favorite soap opera, "The Edge of Atari." More of my favorites soon followed: "As the Fuji turns, The Young and the Upgraded, and Generated Hospital. Game shows like: POWER WITHOUT THE PRICE, Wheel of Torture, and CODEBUSTERS. As I was letting my channel changer do the walking through the boob tube selections, a program caught my one good eye. It was the monthly meeting of The Atari Club of Denver. It Looked like a combination of game show, soap opera, and documentary all rolled up in one. Speaking was the punster of chaos himself, Mr. Chester Cox. He asked that all persons who had taken a Cro Research Disk Key home for a test drive, to please complete a survey of that item. He also announced that very soon that the B.I.G. (Basic Interest Group) would meet as soon as all logistical problems were solved. He also punned that the Happy version 7.1 was out and available. (He got his! Why are the rest of us so slow in getting ours?) This Happy version would allow any Atari DOS text file to be transferred to an already formated by IBM (YUCK) disk. It was also brought up that maybe a set of BY-LAWS should either be found or created to bring some order to the chaos surrounding The Atari Club of Denver. (Where are you Pat Clifford, when we need you?)

Scott Anderson, from the Starfleet Users Group, stated that his group is planning a potluck picnic tentatively set for the 23rd of August 1987. He were asked if we would like to make it a joint group effort and he would welcome any comments and help in planning this great adventure. Then chaosm struck! Let the swap meet begin. The Atari Club of Denver put on the auction block an Atari 800 Computer system and an Indus disk drive. They went for $25 and $60 respectfully. (You know this has to be a dream at those prices!) Then the general public began to sell and swap disks, hardware, cassettes, cartridges and printers that had come out from dusty closets and moldy basements in the hope of being sold to someone who could better enjoy their full potentials.

Tory "The Cowboy Hat" Sebring form Cro Research handed out five copies of a 1986 Antic Magazine catalog disks with the understanding that the attached survey would be completed and returned to him. Due to the long drive to Aurora Tory has chosen Geraldine Strong to be his representative here.

Just as another commercial for sanitation napkins was beginning, a nurse, who looked like the Green Bay Packer's front line, came in to give me a pain shot. Look at that NEEDLE! It looks like a control-S graphic! Stay away, STAY AWAY!... RUN AWAY!... HELP!....

Public Warning: Be on the look out for a large man in a white hospital gown. (You know the kind with the back open to the air...) He should be considered extremely strange, weird, and very dangerous to all english using persons. Last seen headed for the Aurora Public Library for yet another Atari Club of Denver meeting. The man was ranting and raving about control keys, english teachers, and screaming, "POWER WITHOUT THE PRICE!"

*** NOTE: The next Atari Club of Denver meeting will be held in meeting rooms 1A and 1B next month instead of the normally scheduled room. (Hope I can find it!! Atari! Atari! ATARI!.....")

TYPESETTER

by Charles Brown

In this review, I will discuss the Typesetter program. It is put out by XLEnt Software. Like it's competition, The Print Shop, Typesetter is a program used to print your creative art work on paper.

There are actually two versions of this program provided. One is on each side of the disk. The front side has Typesetter 130, which is used by those who own the Atari 130 XE computers. The back side is Typesetter 65, for the people who don't own the 130 XE. The 130 side has some additional features, and allows for a larger main text editor screen.

To use Typesetter, you don't have to go through any set-up procedures like you do with The Print Shop. I'm not certain what limitations there are as to hardware requirements. Both Epson (and Star) and ProWriter printers are supported.

When you first boot up the program, you are given a menu with 3 choices. They are: Text Editor, Sketch Pad and Print Options. They are easily chosen using the select and start keys on your computer.

The first selection from the main menu is the Text Editor. It is used for doing the text work on your creation. In this mode you are actually working on the main screen. The main screen is where your final creation will be seen. This is the actual image that you will print out on paper. In Typesetter, you can see the entire graphic image, but through a "window" (similar to 80 column preview on our 40 column screen).

This editor has a lot of different useful features. You can choose from many different fonts provided, as well as using any other standard Atari .FNT file. You can also easily access the graphics font, the control character font (the characters created when normally pressing the control key and hitting the desired letter key) and the international fonts (for those who have the proper computers).

There are several page moving commands for precise placement. You can even move 1/8th of a column left or right. You can also change the sizes of the characters. You have a choice of 8 character heights. You also have a choice of 4 character widths. I have found these useful when working with character fonts and making certain designs.

You also have a choice of printing the characters in different directions. This would be useful if you want to print characters down the boundary of the page. You even can have the computer type your characters in a straight row up and down. This can be done without hitting the return key. This would be useful in creating borders, or typing in a straight row up or down the page. There are several other commands that you can use to create your layout. The 130 XE version of Typesetter has even more commands. Some of them are the ability to italicize, and automatically switch from one half of the page to the other.

The next feature chosen from the main menu is the Sketch Pad. This is where you can do your graphic work. Before explaining it, I must remind you that the editor works on the main page itself. That means what you see in the editor mode is the actual finished screen. In the sketch pad mode you will be working on a separate sketch pad screen. When you get finished with your creation, you then transfer it to the main screen.

Like Print Shop, Typesetter lets you have a choice of drawing tools: Joystick, Koala Pad or the Atari Touch Tablet. The sketch pad has several functions to help you make your art work. These include six different fill choices. You also have three different choices of brush widths. The sketch pad will also automatically make circles and disks for you. I find it to be very useful, as I am not very good at circles and disks.

There is a small menu on the top of the sketch pad page. You use it by moving your cursor under the desired selection. The cursor will change into a "¬" shape. You then just push the button on the joystick or drawing pad to make your selection. As I said before, you must transfer your art work from the sketch pad to the main screen. You can even go in the opposite direction; you can transfer things from the main screen to the sketch pad. This would be helpful if you want to modify an existing area of the screen. Very fine detail is possible using this combination.. To transfer your art work to the main screen you just have a few simple steps. With your art work on the screen in the sketch pad mode, you move your cursor under the word Sketch in the menu. You then push your button on your drawing tool. This will switch you to the main screen. You then use the arrow keys to scroll the main screen around to where you want your art work, move your cursor under the word Main in the menu, and then push the button on your drawing tool. This sends you back to the sketch pad. You then hold down both the shift and control keys while hitting either the P or O key. This will move your art work to the desired position on the main screen. I have found that it is hard to position your art work on an empty main screen, especially if you want to put it in a corner. I seem to have trouble knowing if I am at the end of the page.

I have found the instructions on the sketch pad use to be very limited. They could have spent more time showing you how to use it. People have told me that Typesetter is very complicated. More detailed documentation would have been welcome.

The third and last function selected from the main menu is the Print Options. This is where the art work on the main screen gets put on paper. When using this mode you first have to tell the program what type of printer you are using. After finishing that, you will then select which way you want your page printed. You have three choices.

The first one is vertical full height. This will print your creation straight up and down and take the full page. The second is vertical half height. This will also print your creation straight up and down, but instead of taking up a whole page it will print it using only half the page. This way you can have your creation printed twice on one piece of paper. Or you can print two different pages on one piece of paper for more unique effects (just look at the back of this newsletter - Ed.). The third choice is horizontal full height. This will print your main screen sideways on the paper and take up the whole page. I seem to like the horizontal better. It seemed to me that the vertical full height made my images too skinny. Perhaps it is just my eyes playing tricks on me.

I hope from this review you will know a little about what Typesetter is all about. While it does not have all the user-friendly features that something like Print Shop has, it does do things that Print Shop can't. For one thing, you can save the main screen to a disk file for future use. This way you can load it in later to modify or print it again; you don't have to go through all the trouble of laying out your main screen again. Also you can put more than one picture on the main screen to be printed. You can have as many different pictures on the main screen as the size permits. I feel that this makes Typesetter very flexible and creative. I hope that from my review you can draw your own opinions and make your own choices on what is right for you.

G.R.A.S.P. Gazette

The Journal of the Greater Richmond Atari Support Program

AUGUST 1987 VOLUMN 5 ISSUE #10

G.R.A.S.P. GAZETTE

(Greater Richmond Atari Support Program)
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Membership:
Membership in G.R.A.S.P. is open to all persons interested in the Atari computer. Semi-annual dues of $10.00 are payable January 1 and July 1 of the year or annual dues of $18.00 are payable for 1 full year at any time.
Membership will include 11 monthly issues of the G.R.A.S.P. GAZETTE, no January issue and access to the Public Domain and Commercial libraries, group purchased, club discounts at participation retailers, and participation in drawings.
Meetings:
Meetings are held the second and fourth Thursday of each month from 7:00-09:00p.m. at the Boys Club of Richmond. Any and all persons interested in Atari computers are welcome.

LETTERS TO THE EDITOR

From THE DISK ORGANIZER in Seattle, Wa.
Hello Tom,
Thank you for your recent order of Disk Organizers! I've enclosed an order form for future orders. You noticed the word "chec[illegible]" on the bottom of our order form. As we [illegible] manufacturered in Canada, my different forms are also supplied by the same Canadians. Therefore, we add a little international flair, to this whole business!
If you have any questions, suggestions as to how to improve our product or computer related products you would like to see invented, please give me a call. We are always looking for good ideas and have a manufacturer that is willing to listen!
We do have a "new" line of tracter feed labels, coming out soon. This Tue., to be exact. When I'll have them, is another story. These will fit on your 3.5" floppy. We also hope to have a turntable, lazy-susan item, for mounting multiple Disk Organizers together. Won't it be nice, to store up to 140 disks in a small space. If your like me, your computer space is limited! Last, but not least, we will soon be introducing a new function bar identifier. This will allow you to enter different F1 thur F10 functions for different programs and have up to four on your computer at once. Most people have one taped onto the surface, above the function keys. This is a rotating square item, attached how, I'm not sure. They keep me in the dark, some of the time! Your on my mailing list, so when any of it happens, you'll be second to know!
As far as advertising with you goes, yes, we are more than happy to work with you and please find enclosed one Disk Organizer for payment! Our ad copy will be along shortly.
Sincerely,
Steve Drake - Mfg. Rep.

EDITORS CLIPBOARD

A little about this issue ... I know, I said a few issues back that I wouldn't use Publishing Partner to do the Newsletter again because of the quality of the print on a 9 pin printer. Well, things do change, don't they. This entire issue is done using P.P. I now have SoftLogik's Partner Fonts Font Disk which contains Devol, Spokane and Thames as well as Helevic. I also have the Font Factory Font Disk #1 which has Avant Garde, Courier and Calligraphy as well as Helevic. Also out are a bunch of Clip Art disks. The only ones I have now are Font Factory #1 and Font Factory #3. What happened to number 2? I missed something somewhere. I also have a bunch of other clip arts on other disks. By the way, I put up on GEnie "Eyes.drc". A great clip art series for P.P. but I did make one mistake. If you have the file, use PicSwitch.? to convert the P12's to P13's. Now the pictures will w[illegible] Sorry about that Chief. Now this Newsletter, the front picture cover was done with DEGAS ELITE & pasted together. This page is Helevic with this editoral done with Calligraphy. Page 3 is all Spokane, Page 4 is Devol, Page

CONT. PAGE 9

BRODERBUND NEWS: OR No News Is Bad News!

by Doug Mathewson
from D'Bug Newsletter of June/July 1987

I received my copy of Broderbund News, a publication mailed to owners of Broderbund software. I anticipated interesting news on future products for the ST and Atari 8 bit machines. In a scenario that is becoming all too common lately, I was surprised to find not a mention of the word Atari in the entire newsletter! This would elicit a "so what" if it weren't for the fact that Broderbund has been a leader in the development of innovative software for Atari computers since the old 800/400 days. Broderbund has given us a catalog of programs such as the 'Print Shop' series, Syncalc and Snyfile+, Bank Street Writer and a host of games from Lode Runner to the electronic novels like Mindwheel.

I would not have been surprised if Broderbund has no Atari 8 bit announcements. I expected some news of ST software since Broderbund's arch competitor's program Printmaster was developed for the ST. My biggest disappointment was in the lack of reference to anything Atari! Does Trip Hawkins' Electronic Arts own Broderbund?

In an article entitled "Microcomputers: On the Doorstep of the Graphics Revolution", references are made to the Apple II series ("With the advent of 'double Hi-Res' on the Apple II series, for instance, home-users can work with up to sixteen different colors."): then to the Apple IIGS and Commodore Amiga, ("Even more recently, the Apple IIgs and the Commodore Amiga have been released with up to 4,096 colors in their computerized 'palettes.'"): and finally from Broderbund's Senior Graphic Artist Michelle McBride, "The work that we're doing here in Product Development, with graphics tablets on stock Apples, Commodores and IBMS, is starting to compare favorably with the graphics produced a few years ago on mainframe systems."

All this is old news to Atari owners, we have played with sophisticated graphics for years! On which planet are these product development people located? This was the article that pigued my pepper, as it were. I don't mind software companies that hold off on product released until they are sure they have a large enough hardware base to assure a profit on sales, but when they have the breath to mention such "hot big sellers" as the Apple IIgs and the Commodore Amiga, and not mention the Atari 1040ST...well I just get @#$%^&*...slightly upset. So rather than spin off a letter filled with a plethora of expletives, I calmed myself down and simply sent the following:

"Are there so few Atari computers using Broderbund software, that you saw fit to omit any reference to Atari in the recent issue of Broderbund News?"

The reply was:

"This is in response to your letter. Broderbund values our Atari customers and will continue to support current products. Due to the low current sales level of Atari 8-bit products, we have to carefully consider new product submissions before making publishing commitments. If we determine a product has the probability of significant sales, we would consider publishing it.

We appreciate you taking the time to write to us and are truly sorry to announce no new releases for Atari 8-bit machines at this time.

I ask why Atari isn't mentioned in the Broderbund News and they tell me 8 bit software isn't selling! I wish it were simply a problem of a "language barrier".

If this bothers you as much as it does me here is an address to write to:

Broderbund News
P.O. Box 12947
San Rafael, CA 94913-2947

ZMAG NEWSWIRE
EXCERPTS FROM: JULY, 1987

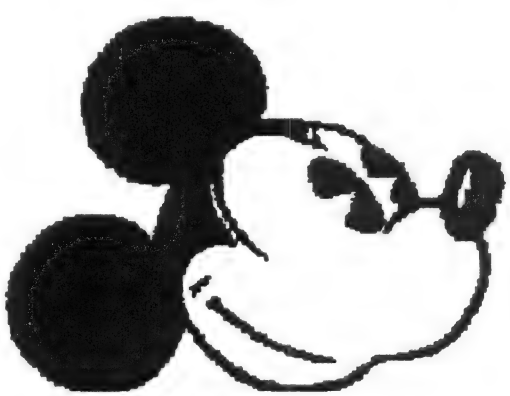
ACTIVISION and INFOCOM have published their "Fun, Fame, and Fortune" redemption coupon booklets containing over $245.00 in special offers, free products, and other bonuses. This promotion covers many of the Activision and Infocom titles and is good through August 1987.

Speaking of INFOCOM...Infocom is offering FREE 'Invisiclues" booklets for BUREAUCRACY, HOLLYWOOD HIJINX, MOONMIST, and LEATHER GODDESSES OF PHOBOS with the purchase of any of these titles. Redemption coupons are available through your software dealer or can be obtained from Infocom.

MINDSCAPE has purchased CBS SOFTWARE, and will shortly be re-releasing their most popular titles under the new name.

SPINNAKER SOFTWARE, publisher of such famous titles as IN SEARCH OF THE MOST AMAZING THING, TRAINS, and numerous other educational and children's games, has recently acquired HAYDEN SOFTWARE, publisher of the long-dead software known as the MICRO MATH SERIES (including MICRO ADDITION and MICRO DIVISION).

ATARI announced that many of their new products will be in manufacturing by June, and will be on the shelves soon after. These include the NEW Atari game machine (which will include a cartridge version of FLIGHT SIMULATOR II plus scenery disks), the 1 MEG ST and LASER PRINTER, the PC-CLONES, MODEM, and some software titles. (CTSY M.A.M.)

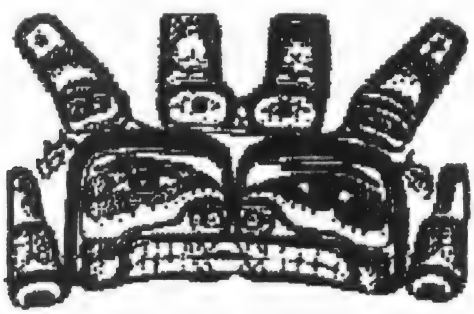


THE NEW TOS

From L.I. ACE Newsletter of 7/87

If the Blitter chip is ever released by Atari, it will contain a new set of ROM's which Atari reports will correct and enhance the current TOS operating system. Listed below are some of the features of the new TOS operating system included with the Blitter chip as reported by Atari:

- The ROM cartridge can now execute .TOS and .TTP programs.
- The disk formatting from the desktop will now be quicker. although not reported by Atari, there are rumors there will also be an enhanced formatter (more than 720K on a double-sided disk and more than 360K on a single-sided disk.
- The Arrows on the windows can scroll when held down without continuous clicking of the mouse.
- A larger memory buffer will be available that will eliminate multiple disk-swaps with a single-drive system.
- Blitter chip engagement/disengagement is now an option available from the desktop options menu.
- Dialog boxes will no longer crash when the underscore(_)character is used.
- The ESCAPE key will now directly send commands to the VT-52 emulator.
- Lets hope that the Blitter chip will be available soon. It's worth getting it just for the new TOS operating system. Prices are reported to be $100-$150 installed by a dealer for the Blitter chip which includes the new ROM's.



SHORT NOTES

By Jim Stokes,
from Rambank Newsletter, Volume 4, 1987

Welcome to another month of Short Notes, this month we have news from the Summer Consumer Electronics Show (CES), there are a number of exciting new products for the 8 bit, including a new 5.25 drive that is three times faster than the 1050. On the ST fro the Megas (without Blitters) have arrived and should be available soon. If I've managed to spark your interest than read on.

As I mentioned last month the Mega 1 ST has been discontinued, the Mega 2 and Mega 4 have arrived and should be available by the middle of July. Since the Blitter chips are still having production problems its thought that they may be provided, but not installed, in the new machines which means the buyer or the dealer may need to install them. In addition to the Blitter, the new Megas will include a revised ROM set that has some of Tos bugs corrected, according to Neal Harris the Mega 2 will be $1300 and the Mega 4 will be $1700. A different version of the Blitter, along with the revised Roms should be available for the rest of us by fall.

At the recent CES, Atari surprised everyone by announcing a new 5.25 drive for the 8 bit Atari computers. The XF551 disk drive, which will replace the 1050, will use the new ADOS being written by Bill Wilkinson, it will be 3 times faster than a 1050 (when using ADOS) and will have true double density. While the drive will be able to read the older Dos's, it will not be fully compatible with them, the XF551 is expected to cost about the same as a 1050 and should be available in limited quantities by July.

Michtron is preparing to release a genlock device for the St, the product is being developed in Germany and will be distributed in the US by Michtron. A genlock device allows you to synch your computer with a TV or VCR and lets you generate computer images and impose them over an existing picture.

Suncom's Animation Station is available now for the 8 bit computers, the software includes predrawn pictures as well as an automatic shape generator. The tablet, said to be similar to the Koala pad, can control any standard Atari software.

If you would like to get more sound out of your ST but are not ready to move up to Midi then Pro Sound Generator by

Eidersoft may be for you. This device is a small card that plugs into the parallel port and contains some custom audio chips, it allows you to hook up the card to your stereo system and input sound directly through the card. The screen acts as an oscilloscope, and the track is stored in 8bit format in ram and can be played back through the ST sound chip, the final version is expected to allow you to play it back through the stereo. The sound is said to be much improved and is expected to rival that of the Amiga. In addition you can save your modified sounds to disk and, with the included software, use it in your own C, Pascal or Basic programs.

Springboard Software has started work on an 8 bit version of it's popular Newsroom program, this software allows you to limited disk top publishing and is highly thought of in the Apple community.

Brouderbund will release Art Director and Film Director for the ST. This is a program that allows you to create short animated movies. Art Director produces Degas compatible art which you can then animate using Film Director. This program was first produced in Hungary and is being distributed by Brouderbund in the U.S.

Brouderbund's version of Print Shop for the ST is nearing completion, it will be similar to the version produced for the Mac.

According to Atari, both the 80 column card (XEP-80) and the 1200 baud modem (SX-212) have been held up because of a delay in the delivery of chips. I've heard that the delay on the modem is caused by it's failure to pass the FCC test. Both the XE_-80 and the SX-212 are expected to be released in July.

Computer Eyes is producing a monochrome only version of it's ST video digitizer for $149.95. The color/monochrome version costs $249.95.

Micro D is going to produce a 2/4 megabyte solderless memory upgrade for the ST. It will sell for $159. without ram chips, the two meg version requires 16 chips and the 4 meg version requires 32. Micro D will sell you the chips for $30. each or you can try to find them at a better price elsewhere.

Manhattan Graphics of New York is porting READY, SET, GO! to the ST, this is a popular Mac desktop publishing program and should be available in September.

Atari is working on a technique called banding that will allow a standard 520 to output to the laser printer, this technique involves formatting part of the output and then sending that section to the printer. As it stands now a 2 meg computer will be required to use their new laser printer. In addition Atari is working with another company to develop a desktop publishing program called Page Boy.

It seems than Softlogik, makers of Publishing Partner, has backed out of its plan to market Image Scan, the image scanning device for the ST. Seymore-Radix, the original developer of the device, sent letters to those who have ordered it informing them that Softlogik will no longer be involved. Its thought that Seymore-Radix will either market the divice themselves or find someone else to market it for them.

QMI will release a graphics tablet for the St, if features a 9" by 11" drawing surface with a resolution of .001. This includes an arm that will allow you to trace things and the accompanying software will allow you to use just a section of the tablet and blow it up so its full screen on the monitor. The list price on this will be $400.

Paradox, the people who developed Ms EM, have developed a IBM hardware box for the ST. It features a NEC V-20 with 256K expandable to 640K, a color graphics adapter and serial card and runs at either 4.77 or 8 Mhz. The box includes 6 expansion slots (two are used up by the serial and CGA cards) and you can use either your ST drives or buy a 5.25 drive from Paradox. This should be available by the end of June and will sell for $350. You can contact Paradox at (602)-721-2023.

Avante Garde has begun shipping its software emulator and first reports about it are all raves, see me at the meeting for a list of IBM software that the emulator will run.

THE DISKMATE GRAPEVINE

ST X-Press News Wire

Volume 1, No.5, May 1987- - - - - - - - - - - - - - - -

Rumor has it that there is a special connector being made to allow the ST's to be hooked up to a multi-synch monitor. This means that we may soon have the capability of running low, medium, and high res from ONE monitor. This should be interesting

A laser drive was shown in Germany, it seems to work on the compact disk technology. We will be able to read and write to the disks (which will have a storage capacity of 500 terabytes!) The creator estimates the price to be around $250 and they will be available by the end of 1987.

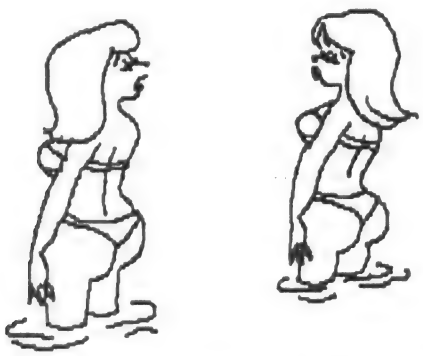
In Canada, Atari was showing 520 ST's with built-in power cords and single sided disk drive's (a poorman's 1040 ST). There were also 520's with a meg of ram, supposedly it is very hard to find a "regular" ST in Canada anymore; all of them are upgraded.

Firebird has released their next game, GOLDEN PATH. It looks very promising with nice graphics, sound, and animation. The game itself offers a very unique playing aspect, it seems that this program is very indepth.

Atari has set some new dates for their new hardware. The laser printers are supposedly being finished up and will be ready "by the end of May". The Mega ST's won't be available until the end of June and the Atari PC's also won't be available until

either June or July. For everybody who is looking for the blitter chip in the next few weeks, don't count on it. As I have told everyone who asks me, Atari will most likely not be releasing the blitter until after the Mega ST's are released. The Mega's will contain the blitters, maybe Atari is hoping that people will get fed up waiting for the blitter and breakdown to buy the Mega ST's instead.

The NEWSROOM, from the publishers of PRINTMASTER and PRINTMASTER PLUS - Unison World, is expected to be released shortly. It is another desktop publishing system, from the various photos that we have seen it doesn't look too bad.



WHAT'S THE NAME OF THAT CUTE G.R.A.S.P. EDITOR AGAIN?

ZMAGAZINE

June 29, 1987Issue #59
HOT Atari News and Reviews
MINDSCAPE/ATARI GAMESSY
SOP*Mike Schoenbach 76703,43630
MINDSCAPE TO PUBLISH ATARI'S STAND-ALONE ARCADE GAMES FOR HOME
Mindscape Inc. has signed an exclusive agreement with Atari Games Corp. to publish home computer versions of the Milpitas, Calif., company's stand-alone video games that now usually are found in coin arcades. According to a statement from the Northbrook, Ill., software publisher, first in the line-up of new titles will be Atari's Paperboy and Gauntlet games. Then, over the next few years, Mindscape expects to publish Road Runner, Road Blasters, Gauntlet II and others in home computer formats. "There are tremendous growth opportunities in the retail versions of coin-op games," says Mindscape President/CEO Roger Buoy. "We look forward to working with Atari because, with their consistently high-quality products and keen perception of the market, they arefar and away the best company with which to be associated." --Charles Bowen

COMPUSERVE CONTROL KEY GUIDE
Control Keys on CompuServe
By:SYSOP*Charles McGuinness 76701,11
KEY Description
^A Stop at end of line (delayed ^S, sorta)
^B Type-ahead control C. "hits" when the program next asks for input.
^C Interrupt. Either kills the program outright or tosses it into an interrupt routine.
^D Disconnect. If you're direct connected to a node, this is the equivilent to hanging up.
^E
^F
^G Beep! Break character...
^H Backspace
^I Tab
^J Line feed. Break character
^K Vertical tab
^L Form feed
^M Return
^N
^O Disable/enable output toggle. Output is bit-bucketed until another ^O or the program explicitly turns it back on. (Note the SIG is very good at turning it back on just before prompts)
^P "soft" interrupt -- flushes output, sets a bit program can check. Like ^C, but gentler.
^Q Resume from ^S or ^A
^R
^S Suspend output
^T Use to give a job status in the old days, nothing now
^U Abort current line
^V Retype current line
^W Alternate version of ^Q
^X
^Y
^Z End of file. One of the fun ways to get a program to end occasionally, usually with messy tracebacks. The SIG program is immune, but there's always some program floating around that isn't careful enough.

FCC PROPOSAL Part 2

In a move that could sharply increase telecommunications costs, the Federal Communications Commission last week proposed that enhanced service providers no longer be exempt from paying interstate access charges as of January 1, 1988. The charges could include a 3 cent per minute traffic-sensitive access charge, a 4.3 cent per minute terminating access charge, and a 2 cent per minute originating charge, depending on such factors as whether the call is local said Ruth Milkman, an attorney in the policy division of the FCC's common carrier bureau.

Affected services include Telenet, Tymnet, Compuserve, and Dow Jones News/Retrieval.Paulo Guidi, president of Telenet Communications Corp of Reston, Va., called the proposal misguided and said it would discriminate against users of computer oriented services."It's an issue we're going to be looking at very carefully" said Ken Allen, executive director of the Information Industry Association, a lobbying group in New York. The FCC is presently inviting comments from interested parties.

SSI/TSR AGREEMENT?

Strategic Simulations Inc. and TSR Inc. have signed a letter of intent to enter into a strategic alliance. The five-year licensing agreement gives SSI exclusive worldwide

rights to produce and market a product line series of games based on TSR's classic Advanced Dungeons and Dragons(r) fantasy role-playing game. SSI will be the first company to bring TSR games to the computer. The agreement is valued up to several million dollars over the contract period. At least ten different role-playing and several action game versions are planned by SSI for the most popular microcomputers, including C-64/128, Apple II series, IBM/compatibles, Atari ST and Amiga.

Versions are also planned for family game systems, such as the Nintendo. The games will appear on the market beginning early next year and will be sold in SSI packaging with joint SSI/TSR logo identification. The games will be marketed through SSI distributors, retail, and hobby store channels amounting to over 10,000 outlets worldwide. Randy Brownelelt, Vice President of Sales at SSI, states: "It's a high mark of recognition to be selected by TSR, the giant of the industry and creator of the most famous and popular fantasy role-playing game of all time, as their exclusive partner. We expect to create wonderful exciting new computer games based on a very complementary relationship."Michael Cook, Vice President of New Product Development at TSR said: "We are also pleased to begin a long-term relationship with SSI, whom everyone recognizes as a leading quality games producer. SSI's credentials as one of the finest creators of computer games, and their proven product line allows us to combine strengths to produce the best possible fantasy role-playing and action computer games.

ZMAG NEW PRODUCT ANNOUNCEMENT

GOOD NEWS COMPUSERVE USERS!

INTERLINK ST is now shipping! INTERLINK is the most advanced yet easy to use terminal package for your ATARI ST."INTERLINK ST is an outstanding telecommunications program for the Atari ST and my personal choice for ease of use and speed." - Dave Groves Sysop -

Compuserve's ATARI Forums"INTERLINK ST has been my terminal program of choice for several months note and I don't even have the final version yet." - ST-LOG April 1987

With features such as:

* MINI BBS collects messages and uploads/downloads files
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* Word wrap
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Retail price: $39.95

Act now until July 30th 1987 and we will give you $15 dollars off INTERLINK ST when you send in your old commercial brand terminal program.

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INTERSECT Software Corp.3951 Sawyer Road Suite 108Sarasota, Fl 3358330

Secrets of ATARI Part 1

1 Nolan Bushnell, Atari's founding father, originally named the company Syzygy (the sun, moon, and earth in total eclipse). He renamed it to Atari because another company already owned the name Syzygy.

2. Bushnell is generally believed to be the author of Pong, Atari's first game. Actually, Magnavox released the Odyssey 100, the first home video game system, which included a game remarkably similar to Pong, several months before Pong's debut in the arcades in 1972. Years later, Bushnell admitted in court that he had seen an Odyssey prototype on display earlier in 1972. The Odyssey 100 was designed by Ralph Baer.

3. Bally/Midway rejected Bushnell's Pong when he demonstrated the game in its Chicago offices in 1972. Bushnell went back to California and started Atari.

4. Given a choice between Mappy and Pole Position, two arcade creations by the Japanese firm Namco, Bally/Midway amazingly opted for Mappy. Atari had to settle for Pole Position, which went on to become the biggest game of 1983.

5. Gravitar was one of Atari's worst-selling arcade games. So they took the game out of the cabinets and converted them all to Black Widow.

6. Mike Hally designed Gravitar. He recently redeemed himself as the project leader for Atari's spectacular Star Wars game.

7. Rick Mauer never programmed another game for Atari after he did Space Invaders for the VCS. He is said to have earned only $11,000 for a game that grossed more than $100 million.

8. Todd Fry, on the other hand, has collected close to $1 million in royalties for his widely criticized VCS Pac-Man.

9. The man for bringing Pac-Man home to Atari-Joe Robbins, former president of coin-op, was severely reprimanded by the chairman of the board Ray Kassar for making the deal with Namco without consulting him. It seems Robbins was in Japan negotiating a legal matter with Namco at the time, and Namco demanded that Atari buy the home rights to Pac-Man as part of the

settlement. Pac-Man had yet to take off, but when it did, Robbin's gutsy decision paid off as Pac-Man went on to become the company's best selling cartridge ever.

10. The man for bringing E.T. to Atari? None other than Warner Communications chairman, Steve Ross. So convinced was he that E.T. possessed video game star quality, Ross paid Steven Spielberg an enormous sum (did I hear $21 million?) for the rights to the little extraterrestrial bugger. Designer Howie Warshaw spun the game out in four months, only three million cartridges were sold and Atari began to announce million dollar losses. E.T. is now selling for as little as $5 in some stores.Next week 11-20...

ZMAGAZINE INFORMATION NETWORK
Publisher/Editor: Ron Kovacs
Assistant Publishers: Susan Perry/Rich Decowsk

SHOW NEWS: Atari made history by becoming the first computer manufacturer to exhibit at NAMM, the National Association of Music Merchants show in Chicago. The ST was present throughout the show in virtually every booth where there were MIDI instruments. Atari sales people at the show were beseiged by music dealers eager to sign up as Atari dealers. By the time this 4-day event was over, there were literally hundreds of dealer applications waiting to be approved. Before NAMM, Atari had 50 music stores as dealers -- it looks like there will be 250 when the new dealers are selected.In other news from NAMM, Keyboard magazine announced the results of its latest reader survey. The Atari ST computer has rocketed into the #1 slot in the vital "Intent-to-buy" category ahead of perennial leader Macintosh.

The word in Atari HQ is "Today MIDI -- tomorrow, Desktop Publishing.

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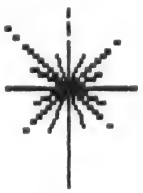
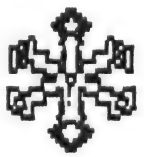
PROSPECTING FOR GAME HINTSII

(Reprinted in part from the April '87 L.A.C.C.)
Author unknown

Ever have a game that you were just so bad at that you couldn't get past the first screen, but you'd really like to see what some of the other screens look like (even if it involves cheating?)? Here are some hints to getting you ahead on some games, collected by a Mr. Engelkes from a couple of BBS's, namely Jellystone Park BBS and White House BBS. Now with everyone credited, ONWARD!

I don't have all of these games, and some I have I never even heard of! So I cannot guarantee that the following data is correct. Also, I have omitted some hints like the password to the upper level of Pharaoh's Curse. Half of the fun is finding out the password! (I do own a copy of Pharaoh's Curse.) Here we go: BURT'S BREW BIZI: Press the option key to skip to the next screen, press ESC to adjust screen colors. KAZOO: If you are about to get killed, press the space bar to pause the game. The monsters will pass right through you and you can continue by pressing the space bar again. DIMENSION X (ORIGINAL): press control-F while loading for a Fort Apocalypse dmeo, or press control-S to play SLIME. PITFALL: Press OPTION to start the game instead of START or the joystick fire button, you will then have unlimited lives! CRYSTAL CASTLES: On each level of the game (not necessarily each maze), there is a "window" where you can skip ahead two levels. On the first board, it is on the left hand side. Press the button and warp ahead two levels! SPELUNKER: With a sector editor, read sector #28 and change these bytes: $A6 $CB $30 $2D to: $A2 $07 $86 $CB to get unlimited men. DONKEY KONG JR.: Hold SHIFT and type "BOOGA" then "K" if you don't want to get killed (except by falling into the water) or "S" to skip to the next board. GHOST CHASER: Type "FRANK" to replenish your supply of men. Type "FANDA" to skip half the game. OLLIE'S FOLLIES: To skip to screen 5, type "FANDA"; to screen 10, type "FRANK"; to screen 15, type "NORBI"; and to screen 20, type "ZOOOM". MINER 2049er: Type Big Five's phone # while playing then SHIFT and # of screen to go to. SPARE CHANGE: Pressing CTRL-Z will bring you to the zerk control panel. TRACK ATTACK: On the box car scene, listen for a click from the keyboard. One second later, jump. ENCOUNTER or SNOKIE: Press the number of the wave you wish to go to. You must have already reached that level. LODE RUNNER: Press CTRL-E while loading the editor command menu. Then type 1 character command (P=play level, etc.). THRESHOLD: Remove the THRESHOLD disk from the drive after it loads in. Every time the drive restarts, you will by up 1 level. Insert the disk when the drive is off to start at that level. CANYON CLIMBER: If you complete the first screen and have lost any men, hold down the joystick button as the bridges are exploding and then press START. On the next screen, you will have 3 men, but your score will be reset. NIGHT MISSION PINBALL: Type "FIX" to get machine control menu. CAVERNS OF MARS & PHOBOS: Press SHIFT, CONTROL, & TAB at the same time to go to the next level. JUMPMAN: On the first level, go to the far right and type "54354" and then the number of the level you want to go to. GHOSTBUSTERS: Use account name JAZ and account number 999999999, and you will be rolling in dough. There you have it. Try it at your own risk, and don't call me if it doesn't work. Try calling the Jellystone Park BBS.

MINUTES OF LAST MEETING
JULY 23, 1987.
The second monthly meeting of G.R.A.S.P. was called to order July 23, 1987, at 7:30PM with 15 members and 2 guests present.
Under old business, President Mickey Angell spoke about the move from Lyndale Baptist Church to the Laprade Branch of the Chesterfield Library in September. The library is located behind the church on Hicks Road. From the light at Rt. 360 and Hicks Rd., proceed north on Hicks 2/10 of a mile and turn left onto Libro Loop. Turn left again into the library parking lot. -NOTE- The meetings in September are on the second and fourth WEDNSDAYS. In October, they will revert back to the regular schedule of second and fourth THURSDAYS. Again this year there will be only one (1) meeting in November and December due to the Holidays. More information will be available on the GRASP BBS at 744-8022
Under new business, Mickey spoke about overnight accomodations for the ATARIFEST October 23, 24, 25, in Fairfax, VA. He also handed out literature about the upcoming Hamfests in northern VA and Maryland. Mickey also spoke at length about PC DITTO - an IBM PC emulator for the ST. He gave a retail price of around $80.00 with L&Y selling it for $69.99.
Tom Marvin then spoke about a disk organizer for 3 1/2" disks. It holds 25 disks with space for 10 back-ups. It is available mail-order for $10.95 + .50 s&h. See Tom for more details.
At this time, doorprizes were awarded with Tommy Fincher and Charlie Montgomery each winning a T-shirt.
Next Dave Jones gave a demo of the HAPPY 7.1 software. It has the ability to convert IBM PC format files to ATARI format so that they may be loaded into the computer from a 1050 drive. Of course anything other than text files would be practically worthless, however any file could be altered with a suitable word processor or editor and then saved back out in IBM format. It was rather strange to see IBM text files transfered from an IBM disk to an ATARI disk and then copied to the screen editor. Requirements for the set-up include at least one HAPPY modified 1050 drive, HAPPY 7.1 software and an IBM ss/dd diskette to be read. It is imperative that the IBM disk is single sided as the directory may not be read if it is double-sided
Carl Dean then proceeded to demo both public domain software and commercial software.
There being no further business, the meeting was adjourned at 9:00PM with 21 members present. Refreshments were at the PIZZA HUT. ---Dan Grenoble---

EXECUTIVE MEETING - JULY 20, 1987
On July 20, the first Executive Committee meeting of the new year was called to order by President Mickey Angell at 7:30.Present were: Mickey, Farley Barge, Dave Jones, Carl Dean, Tom Marvin, Dan Grenoble, and last but not least, Duane.
Items discussed included our moving to the Laprade Branch of the Chesterfield Library in September; The Club buying 5 1/4" disks for re-sale to the members at a good price in order to boost the treasury; The cost of setting up a table at the Atarifest in Fairfax, VA this October. It was decided not to pursue the issue further.A proposal was made to to support the GRASP BBS thru membership dues. At this time it was voted unaminously to contribute $60.00 immediatly and an additional $2.00 per member when their dues were renewed. This should work out most favorably.
There being no further business to discuss, the meeting was adjourned at 8:45.
--- Dan Grenoble ---

LETTERS TO THE EDITOR
From the W.A.C.O. Newsletter in Warrensberg, MO.
Dear Tom,
Thanks for the issue of G.R.A.S.P. Gazette for July. We have suddenly been hearing from more and more Atari folks since our Club had a spot in ANALOG's User Group section.
We at W.A.C.O. would be happy to add you to our list of exchange newsletters, and look forward to receiving yours. Since our next issue won't come out until Aug., I am sending you our JUNE/JULY issue. Hope you enjoy it. We are not a terribly big club, but we try hard to do the best we can on our meager budget.
G.R.A.S.P. is a well known club around my house, my favorite telecom program is 1030 EXPRESS. I have read that Keith Ledbetter has now gone to work at ICD. I'll bet you miss having him around.
Again, thanks for sending us your newsletter, and we hope you enjoy ours. Sincerely,
- Lew Lynam, pres.

5 is Thames, Page 6, upper left is Helevic and the rest of the page done in Courier. Page 7 is Avant Garde and 8 is Helevic. Page 9 is Courier, 2 sizes.One little secret, the Helevic on SoftLogiks disk DOES NOT fix the old blob, thick print problem but Helevic on font factory's Disk DOES fix the problem as this newsletter proves. So all in all, I'm very happy with P.P. now and will continue to do the Newsletters with it.

TOM MARVIN

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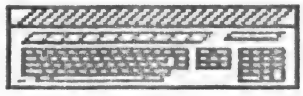
8 Crescent Rd.
Pine Brook, NJ.
07058

THE CIA ROM

The Central Illinois Atari User Group

AUGUST 1987 VOL. 1 ISSUE NO. 8

Meeting Location: Bloomington Public Library
205 East Olive Street, Bloomington, Illinois
Meeting Schedule: 1st Thursday of every month
Next Meeting: Thursday, August 6, 1987
Time: 7 - 9 p.m.



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1987-88 MEETING SCHEDULE

SEPTEMBER 3,1987
OCTOBER 1,1987
NOVEMBER 5,1987
DECEMBER 3,1987
JANUARY 7,1988
FEBRUARY 4,1988
MARCH 3,1988
APRIL 7,1988
MAY 5,1988
JUNE 2,1988

MEETING SCHEDULE

Meeting Location: Bloomington Public Library - Upstairs
Time: 7 p.m. to 9 p.m.

8-bit PROGRAM *16-bit*

Larry George will demo **BOWLING** also **Steve Hopkins** will do some more freehand art.

Bob Handley will demo more of the IBM emulator, **PC-DITTO**, and a couple if Public Domain Programs **ML-Write** and **DCOPY**, and others if time permits.

The Central Illinois Atari User Group (C.I.A.U.G.) is a non-profit, independent computer users' group not affiliated with ATARI CORP. 'ATARI', and specific references to products and model numbers are copyrighted by ATARI CORP. No financial support is received from ATARI CORP or any other software vendor or manufacturer. C.I.A.U.G. does not condone or solicit pirating or any illegal use of non-public domain software or hardware.

C.I.A.U.G. maintains both 8-bit and 16- bit Public Domain Libraries for all members in good standing. Membership for one year is $10 and for a half year is $6.

The C.I.A.U.G. publishes 12 times a year a newsletter called the CIA ROM. Subscriptions to this newsletter are free for members. Subscriptions for non-members are $15 per year. Single copy issues are $1.50 each. Advertising rates: Full page - $50, Half page - $30, Quarter page - $20. Business card - $15.

Exchange subscriptions are available for other Atari user groups. Send exchange newsletters to: C.I.A.U.G., % Robert E. Handley, 1920 E. Croxton Ave. Bloomington Il, 61701-5702. Material in this newsletter may be reprinted by other Atari user groups provided the newsletter and the original author are credited.All original C.I.A.U.G. material in this newsletter is in the public domain, and any user group may use as long as club and author are credited. All statements in the newsletter are the opinions of the authors and are not necessarily the opinions of the officers or C.I.A.U.G. This newsletter is created with an Atari 520/ST. Portions of this newsletter were made with Habawriter II, 1st Word, and ST Writer Ver. 1.70 in conjuction with Publishing Partner and then printed on an Epson FX-100, with final printing done on a Xerox 1035. The club logo was designed with Easy Draw.

Presidents Report
by Robert E. Handley

Boy, I thought last month was hot, but this month is a real scorcher. Seems like the temperature has been over a hundred degrees for the last two weeks. Hard to believe that school starts in just two more weeks, "did I just hear several mothers shout yay?" Vacation times are over and it seems like everyone is starting to get back into using their computers and wanting to know whats new. Well, hang in there folks. Your CIAUG officers have been keeping on top and have some great things planned for the fall and winter months. There will be demos on some great new ST games with fantastic graphics and playability--such as--Barbarian which is an arcade graphics adventure game and Star Trek which is reviewed in this newsletter. There will be a demo coming up on Magic-Sac--one year later. Included will be a demo of the new Magic-Sac drive controller which will allow Macintosh formatted disks to be read by the Atari. Daren and Shawn are hard at work on the upgrade for Publishing Partner, which I'm sure we are all looking forward to. Hopefully we will have a Mega ST to show by Christmas. "Right Neil?" (grin). In addition, we will have some very good eight-bit demos of both "oldies and new programs.

As most of you know, the library next year will allow only six meetings a year by the same group. This has affected every computer user group which meets at the library. The libraries reasoning is that they would like others to be able to use the rooms instead of being tied up by the same groups all the time. They have stated there are other meeting rooms available in the community. I have checked and have found that these rooms are only available during the day time hours which only leaves the library available during the evening hours. I believe we should get together with the presidents of the other clubs and present our case as one body; or, I feel we will find ourselves without any place to meet. I have, as other clubs presidents have, booked the library for the first six months of 1988. I feel we must address this problem now and not next June when time runs out.

CIAUG meetings for 1988 will meet as always the first Thursday of each month. The only change is that we will be moving from the small boardroom to the large Community Room downstairs to accommodate our ever-growing membership.

Secretaries Notes

The seventh meeting of the Central Illinois Atari Users Group was held on July 2, 1987 at the Bloomington Public Library. Meeting time was at 7:00pm. President Robert Handley opened the meeting and talked awhile on interesting happenings in Atari and other companies as well. Our first demo of the evening was a game for the ST called Gold Runner. The program was owned by Robert Handley but Don Christianer gave us an excellent demonstration of the game by playing it through a couple of levels. The second demo was called Proffesor Craps. This was also done by Robert Handley. This demonstration was limited because the members in attendance had a limited knowledge of the game of Craps. It was fun anyway! The highlight of the evening came when Robert Handley turned the ST into an I.B.M. No, he didn't wave any magic wand, he just inserted a handy emulator program called PC Ditto. This program comes with a list of some of the programs it runs. It runs all the big name software and a lot o the small name stuff too. A good little investment for the I.B.M. user!! Next on the agenda was Larry George's demos for the 8-bit. He started off with some humorous demos of the "Death of an Apple" and the "Death of a Commodore." We then seen Star League Baseball. This appeared to a excellent baseball game for the 8-bit. It features a full view of the playing field so that you can be a better player-manager (Right, Larry!) The evening was capped off by Steve Hopkins drawing a picture of a city at night. Robert Handley then adjourned the meeting.

Wouldn't it be nice if . . .

REPRINTED FROM AUGUST M.A.C.E. JOURNAL
by: Allen P. Bargen

Atari actually was ready to release product as soon as it was announced!!! Consider for a moment, the marketing strategy of the industry giant, IBM. Their new series of personal computers was a closely guarded secret (with many wild and wooly rumors) until the day it was officially proclaimed. At the same time the announcement was made, it was possible for a prospective purchaser to go out and buy one of the units from selected retailers. Now, that is strategy. IBM is content to let the rumor mills create anticipation while they manufacture and distribute the computers they will deny are even being built.

Well, we all know that Atari just does not have that kind of clout--yet. For a lot of reasons they will not change their policy of announcing goods before they are ready for release. What that does of course, is create a LOT of frustration for people clamoring to get their hands on new products. One can't help but wonder just how many ST's have NOT been sold because people are waiting for the Mega machines. The better part of a year has now passed since the announcement was first made about the Mega ST computers. I wonder if Atari would be better served by having products ready to ship on the day of their official announcement. Perhaps future financial successes will allow Atari to re-think it's position of announcing products so very far in advance.

"When the smoke and vapor clears, Atari computers are timeless"
Robert (Headroom) Handley 2001

The Midwest Atari Expo
What Happened?

By now you all know that the Midwest Atari Expo has been cancelled. Why? What went wrong? When I talked to Neil Harris and Sandy Austin they had no answers either. Neil said he would look into the matter, and he did. While I was up on Genie looking for new uploads I came across this file heading, so I proceded to down load the text file which is reproduced here just as it was received-no editing. I hope this answers some of your questions, and also serves as a guide for anyone who thinks that it is easy to put on a show of this size. It takes a tremendous amount of team work and cooperation by all who volunteer their services. We at CIAUG wish Atari and the Chicago groups better luck the next time...Which will be soon we hope.

Number: 3465 Name: CHIFEST.TXT
Address: G.FEID Date: 870712
Approximate # of Bytes: 7560
Number of Accesses: 83 Library: 7
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Description:
This is a text file explaining the reasons the Chicago Atarifest originally scheduled for July 25th and 26th was cancelled. Included are some warnings about pitfalls we discovered as we went along. This file was done at the request of Neil Harris of Atari Corp to clear up some misconceptioins being spread about the cancellation. Very few punches were pulled against culprits, so I expect a LOT of negative feedback - but I DO want feedback - especially from groups other than those involved. Leave mail to G.FEID Keywords: TARIFEST, CHICAGO, CANCELLATION, SPREAD THE WORD

THIS IS A NOTICE THAT THE ATARIFEST, ORIGINALLY SCHEDULED FOR CHICAGO ON THE 25TH AND 26TH OF JULY, 1987, HAS BEEN OFFICIALLY CANCELLED.

There were several reasons for doing this, but FIRST and FOREMOST, let me dispell three major rumors that have been spread about the 'Fest in Chicago.

FIRST: The 'Fest in Chicago did NOT at ANY time have any problems with the unions. This is a rumor spread out of Michigan through a misunderstanding on their part, and has not at any time been true.

SECOND: Last Spring, a Wisconsin group started rumors that the Chicago 'Fest was cancelled - at THAT time. WRONG! It may be now, but not previously.

THIRD AND FOREMOST: ATARI DID NOT PULL THE PLUG ON THE CHICAGO FEST. The decision to pull the plug was made by the two Chicago area groups that did all of their work - Lake County Atari Computer Enthusiasts (LCACE), and the ChicagoLand Atari User's Group (CLAUG). It is my understanding from Neil Harris, that at least one downstate Illinois group has been spreading the 'Word' (read RUMOR) that Atari Corp. pulled the plug. Not true. Atari DID advise us that if the fest looked real shaky that it might be best to drop the show and reschedule, but it was our decision. This we chose to do.

WHY THE 'FEST FAILED

There are several reasons why the 'fest failed. We had planned the show to be held in a local Ramada Inn. Now, I don't know how much of a guarantee other groups in hotels had to give, but the best deal we could come up with was a 100 room per night guarantee plus a substantial fee for the 12700 sq. ft. hall. This IS high compared to other cities, but very reasonable around here. We went with this for several reasons. There were NO unions to consider. The Hotel was within a couple blocks of O'hare airport, and within a mile of several Interstate highways. Food and rooms were available on the premesis.

To cover the expenses of the hall, booths, power, etc., we had tohave a minimum of 30 vendors to pass the break-even point. As of 15 June, only 5 had bothered to commit with money - the rest gave a bunch of excuses about not scheduling budgets more than 30 days in advance, and the like. What these companies fail to realize is that we needed their downpayments in advance so we could cover our own expenses. What it finally came down to was that we were looking at a $6000.00 committment for the hotel alone, with only 5 vendors. Our phone calls and letters to the lagging companies failed to do any good - they wouldn't even send a downpayment. Last October when Sandi was in town, we were told that if we had trouble getting vendors to commit, that Atari would give them a push for us. In May, we went to Sandi, and were told then that she couldn't do that, and we were on our own. We found out too late from Neil Harris, that this was NOT the official Atari position.

Secondly, The groups involved were spread out over too wide an area. In all, there were over 300 miles between the northernmost (Militari) and southernmost (BASE) groups with CLAUG, LCACE, SCAT, and RACC in between. Those of you who are thinking about organizing a fest, keep that in mind. It is impossible to keep in good contact over a large distance without running up extraordinarily large phone or gas bills. We also had a problem with meeting attendance. When the meetings were held after the Suburban Chicago (SCAT) meetings, almost all six groups attended (except Militari, who only attended two or three meetings through the whole course of events). When the meetings were unanimously scheduled after the CLAUG or LCACE meetings, SCAT, RACC, and Militari never showed up - even when there was no conflict with their own meetings - and these accounted for half of the committee meetings. You cannot communicate if you don't show up for the meetings. Bear in mind that all attending groups agreed on the next meeting dates and places before a time and place was definitely set.

Lastly, if a group volunteers to perform a specific job, it is up to them to make sure it is done. In our case, Militari volunteered to copy and compile the packet for our second mailings. After they volunteered, we never heard from them again. The Suburban Chicago group volunteered to do the first and second mailings to vendors, and the mailing to dealers - in short, to fill the hall with exhibitors. They also volunteered to do all the printing and the ticket design to help fulfil the obligations of the Rockford group. The second vendor package mailings were eventually done by LCACE instead of Militari and SCAT,) and the printing was done by CLAUG and LCACE. To top it off, we found out on 6 June that the tickets had not even been designed yet - much less had any printed for pre-show sales (a VITAL part of our plan,) nor had they done any dealer mailings - after telling us for well over a month that it had all been taken care of.

In view of the short time before we could no longer cancel, the lack of support from Sandi, absolutely NO advance ticket sales and the fact that we were hitting a stone wall with vendors (other than the 5 we had) we decided to cancel. We are currently thinking of completely re-organizing the committee with a rescheduled date next year, but nothing has been decided yet. If we do reschedule, you can bet there will be several MAJOR changes made from the first attempt.

If you have any questions, comments, or (hopefully) suggestions, leave mail on GENIE to G.FEID, on CompuServe to number 74146,162, or on the 'Once In A BLUE MOON' BBS at 312-457-2219 - 24 hours a day, 300/1200 baud.

What's New in the 16-bit Public Domain

by Ray Maynard
Reprinted from July 1987 LA-ACE

DCOPY 1.91

DCOPY is a multi-purpose file maintenance utility that should meet almost anyone's needs. It is a shareware product (meaning that you are free to distribute it and anyone who finds it useful is requested to send the author a donation) by Ralph Walden of Eugene ACE. Some of the earlier versions of DCOPY seemed to have (or create) some problems but this version has worked very well.

DCOPY is completely menu driven and is thus very easy to use. Each menu option is usually self-explanatory. However, the proper use of some of the parameters is somewhat obscure and a thorough reading of the disk-resident documentation that accompanies the program is mandatory. The selections available on the DCOPY menu are:

A: archive files. This option allows you to add files to an xxx.ARC (ARChive) file. This is the same feature offered by the well-known ARC.TTP utility.

C: copies single or multiple files. "Wild characters" are allowed.

D: displays or prints a disk directory or a list of files in a specific folder. The output can be optionally printed.

E: erases (deletes) files. Wild characters are allowed.

F: format a disk. You can format disks with either 9 or 10 sectors per track, 80, 81, or 82 tracks per disk, single or double sided, and David Small's "twisted" format.

H: "hides" files. The names of the files you select will not be displayed in directory lists or in desktop windows.

I: extracts files from a xxx.ARC file. Each file found is listed and you are given the option to extract that file or skip it. The "X" selection also extracts ARC files but without the option of skipping files.

J: provides two functions. First, it can list or print the names of all files in all folders. Second, it can search through all folders for a specific file name.

K: deletes a folder and all files in it.

L: "locks" files. Locking a file prevents erasing or overwriting it until it is "unlocked".

M: moves files by copying the file(s) specified to the destination and then deleting the source. This is useful for moving files from one folder or disk to another.

N: creates a new folder.

Q: stands for "Quit" which' obviously' exits DCOPY.

R: renames a file.

S: displays the amount of space left on a disk.

T: either displays or converts a file. Automatically converts all control characters to spaces, word-wraps the text to a specified right margin. CP/M files will have a line-feed character added after the carriage-return character as needed by TOS; 8-bit text files have their 155 decimal (EOL) ATASCII characters converted to a CR-LF, etc. Once the file has been converted, a secondary menu allows you to quickly display the next, previous, first, or last screenful of text. You can also locate and display the first screenful that contains a specified character string. Another option allows you to save the converted file to disk or to print it.

^T (control-T): sets the right margin used for word-wrapping by the "T" option.

U: "unlock" one or more files.

V: lists the names of files in one or more xxx.ARC files.

W: change the working drive and/or folder.

X: extract files from xxx.ARC files. This functions similarly to the ARCX.TTP utility.

Y: toggles the disk write verify flag.

Z: duplicates a 9 or 10-sector, 80, 81 or 82 track, single or double sided disk drive using either one or two drives.

1: converts 16-bit ASCII text files to 8-bit ATASCII format.

2: converts 8-bit ATASCII files to 16-bit ASCII files.

3: converts an ST WRITER file into a standard ASCII text file.

4: converts the carriage-return characters in an ST WRITER file into 8-bit ATASCII EOL characters, removes the ST WRITER "Do Run Run" file header and ignores text-formatting directive lines.

5: removes most of the carriage-return characters from a text file, allowing you to reformat it as desired with the TYPE command, or to load it into ST WRITER.

There is a secondary menu (presumably used because there isn't any room for more selections in the main menu) providing the following options. Note that each is a two-character command; a "-" followed by a character.

-A: append one file onto the end of another.

-D: delete one or more files from a xxx.ARC file.

-F: "freshen" files in a xxx.ARC file. This adds or replaces files in a xxx.ARC file ONLY if they are newer than ones already in the xxx.ARC file.

-G: changes the colors to green letters on a black background.

-H: does a hex and ASCII dump of a file.

-N: restores the screen colors to be the same as when DCOPY was initiated.

-O: turn off the screen until you press a key.

-T: tests the integrity of the files in a xxx.ARC file.

-U: updates the files in a xxx.ARC file; similar to the -F command.

-W: gives you white letters on a black background.

I have found DCOPY to be very useful. Most disk operations are performed much faster using DCOPY than using the mouse and desktop. DCOPY was downloaded from the Atari Base BBS.

"Star Trek"

Federated Atari ST Enthusiasts Regrouping
Montreal, Canada (BBS-(514)489-0680) (514)489-3489)
Review by Stephane Lavoisard
(STMagazine - Issue #10)
Edited and translated by Andre Lafreniere and Alain Plouffe from FaSTer.

Star Trek was certainly, with Dungeon Master, the most awaited game since with every new computer show, we could observe a new pre-release version. We've finally received it, surrounded by rumours claiming that this was the software of the 1990s. It's thus with excusable eagerness that I threw myself on this program and I might as well tell you that after I started playing, I found it difficult to stop long enough to write this article.

First, the authors have had the excellent idea not to base their scenario on either the films or the series. Hence, it's an original scenario to which they treated us. Since a while back, numerous spaceships are mysteriously disappearing in a certain part of the universe. The Federation has mandated you to go with the Enterprise to resolve this affair. The loading of the program is such that one gets impatient to see the game. Effectively, after only a few seconds, the digitized voice of Captain Kirk sounds: "Space, the final frontier", accompanied with the familiar sound effects, which are followed by the theme (not digitized this time, because this little folly grabs a lot of memory). Might as well tell you that you'll be thoroughly seduced by this grand presentation, accompanied by a superb rendition of the ship. At last, the main game screen appears.

This one is composed of one large display surrounded on two sides with seven smaller screens. The main screen is the flight deck of the Enterprise, digitized for sure, and all the actors of the series are present. If you click on single individuals, their picture appears in the main screen along with the actions he or she is able to accomplish. If the main screen is in one of the mini-screens, all you need to do to bring it back to the main display is to click on it. As you've probably understood, this game is played with the mouse only, which speeds it up and makes access to your information easy.

I click on Sulu, who is the navigator. Three control panels are at his disposition. First, you have the general layout of the area, represented as a spinning 3-D universe which makes it very realistic. You may obtain a zoom view on the regional zone, and even the local area. You only need to click on a solar system to obtain its name and distance. If you then click on Spock, he will indicate if a system is Romulan, Klingon, or Federation. Click again on Sulu to indicate the cruising speed you want.

I chose to navigate at Warp 10, the maximum speed. After a few moments, the digitized voice of Scotty reminds me: "We must slow down or otherwise the ship will desintegrate!". I thus slow down to Warp 8. I arrive in the Zuner solar system, containing 6 planets. I click on a planet in the view of the system obtained by Sulu, and then on Spock to find out what we can expect here. A digitized voice informs me that a message has just been received. I click on Uhura, who tells me that there is a fleet of over 1000 ennemy ships in the galaxy. Since Zuner is controlled by the Federation, I am almost assured not to make any unfriendly encounters. On Zuner I, an energy station can be found which recharges my energy for navigating between the interior planets of the system. Zuner IV is a repair station which might come in handy if the vessel is attacked. Lastly, Spock informs me that Zuner IV supports life forms. On the Zuner system plan given by Sulu, I click on Zuner IV to get there at full impulse power.

After a few seconds, a beautiful picture of the Enterprise in orbit appears along with a message from Sulu. I click on Scotty who indicates the remaining amount of Warp energy for travelling between systems, and the level of impulse power for travel within systems. Time to click on Kirk, which advises me to teleport 6 or 7 members of the crew on the planet's surface. (Ed: do I need to mention that you have to be somewhat familiar with the series to understand?). The choice is up to you. You'll rapidly discover that having only one person on a planet is near useless. Also select among the equipment found on other planets the one which you will need and then teleport your personel. The digitized sound of the teleportation is amazing (Ed: Wooshl).

Then is the planet surface exploration phase, a primordial aspect of the game, but not with such elaborate graphics as the other parts. The faces of the six crew members are represented along with the object or the person in front of you in wireframe form. According to the nature of the object blocking your way (door, robot, security bomb, etc...) each person suggests a different solution. The doctor often wants to get closer, while Spock will rather use logic, Kirk will often look for hidden mechanisms and Sulu proposes to destroy everything. You're the one choosing an appropriate course of actions. If this works, no problem; you move ahead and get to the following obstacle. If it doesn't work, nothing might happen, or your crew members might be wounded. Teleport yourself back on the Enterprise and click on the doctor who will heal the crew, as indicated with a life bar under the person's figure.

Back on the planet, continue until you find an interesting object. Spock often knows what to use it for and you can take it for someone's use or teleport it aboard. Some objects can be used against doors, robots or bombs while others can be installed aboard the ship to increase its resistance, its weapons, etc... It's equally possible to meet on these planets superior races, often friendly, but sometimes dangerous. In this case, it's the way to communicate that you have to select. The doctor offers to simply dialogue, while Spock prefers ESP, and Kirk is often menacing. Most often, the alien will reveal the location of a useful object.

A new message from the Federation makes me more aware of my ultimate goal, because roaming aimlessly around the universe is not too productive. It's right then that the red alert sounds. I click on the main deck and turn off the alarm. I then click on Checkov who takes care of battles. On his screens appear three Klingon vessels. I select the phasers, and click on one of the points on the radar. This puts me in battle mode. The ennemy ship in wireframe representation heads towards me. You manoeuver a red circle which diminishes in size as the other ship comes closer. (Ed: we have unfortunately attempted an experience: the author of this review played the game and gave his impressions vocally as we were faithfully writing down every word. Honesty forces us to admit that the poor fellow at this point had his eyeballs bulging out of his head, tongue hanging out, foaming at the mouth and for a while, his brick-red complexion made us fear the worst. He came out of it ok though).

You must click on the enemy ship in such a way as to center the firing circle. When you click on the fire button, a shot lands arbitrarily somewhere indside this circle. You will then understand that the circle needs to be as small as possible if you really wish to hit your opponent. After two or three shots, the vessel disappears into space. But after the first few battles, my phasers are completely empty. I then select the torpedoes and head back into combat. During all battles, Spock indicates your vessel's energy level and that of the ennemies. I've suffered serious damage and repairs are compulsary. Before anything else, I select Kirk and save my

game position, fearing another encounter with the Klingons. I first go to a Dilithium mining complex planet and fuel up on energy for intergalactic travel, on another planet housing an energy complex for travel between planets, on a weapons dump planet where I find torpedoes, phaser replenishment and at lastly, to a repair center. All the damage has been repaired and I'm now able to resume my search.

Star Trek is certainly the most polished game to be found on the ST. The graphics come straight from digitized scenes reworked from the series, the sounds are wisely balanced between digitized and non-digitized, and finally, the interface is very efficient thanks to the use of the mouse and the seven mini-screens. The richness of the game (Star Trek contains over 1000 planets out of which about 450 to explore) makes the potential life span of this program almost unlimited.

To conclude, it seems that this is simply the best game available for now, and for a more than reasonable price. And that non-Atari Trekkies are not awaiting a version for their machines, since the programmers from Beyond Software have said that if they were ever to make versions for other computers, it would likely be much less attractive. So to all of you Trekkies, if you want to play heroes, you only have one thing left to do.
From Beyond Software.

This review is made available to the users' community as a public service by the FASTER Disk Magazine's staff. We will be posting these reviews of the latest releases here on a regular basis. We'll be releasing many different informations about American, European and Australian markets.

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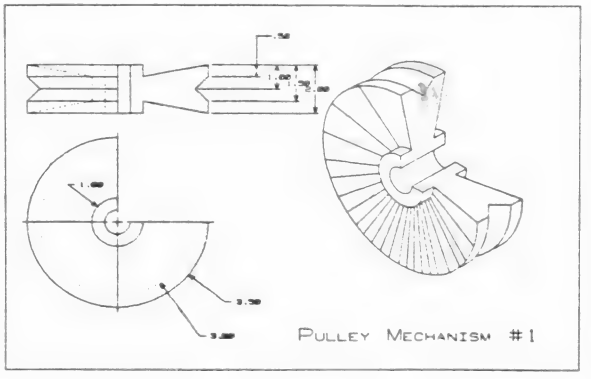

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(Trim: Adjusts any line or circle so that it will exactly intersect with any given line or circle. No magnifying an area to see if your lines exactly meet!)
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THE CIA ROM

THE CIA ROM

The Central Illinois Atari User Group

SMACE INTERFACE

AUGUST 1987

SANTA MARIA/LOMPOC ATARI COMPUTER ENTHUSIASTS

ANTIC Copyright Policy !

(The following article is reprinted from the May issue of the Eugene ACE Newsletter)

by Leo Newman, HELP BBS SysOp (316) 683-7514

I hope this article will be published by other user groups nationwide. I think it is time we encourage a letter writing campaign to *Antic Magazine*, much the same way as they encouraged us to do so in an effort to get more 8 bit software produced by Electronic Arts a couple of years ago.

As many of you may know I run the *HELP BBS*, a purely PUBLIC DOMAIN BBS. It is extremely difficult to find good quality PUBLIC DOMAIN software for our computers on a regular basis. *Antic Magazine* prior to April of 1984 did not claim copyrights to their software printed as type in programs in their magazine, but in a attempt to force users to type in their programs or buy their DISK issues has decided they own exclusive rights by virtue of copyright to their programs.

I can certainly understand their claiming copyright laws to their programs, this should only be expected. However they refuse to allow these programs to be placed on any type of PUBLIC ADDRESS BBS for downloading, or to be placed in any Club library without prior written permission. Having been refused by virtue of not receiving an answer to my request, I assume no one is going to get such permission. Supporting this conclusion is the fact their EDITOR wrote to the MACE club and demanded all ANTIC programs be removed from their BBS under penalty of law.

Some of you may know that ANTIC is a member of the SPA, Software Producers of America. The forming of this organization was to track down and to prosecute BBS's around the country who were placing Commercial software on their systems for downloading. I heartily agree with their idea, and support them fully, being a software producer myself. However, I do not see why *Antic Magazine* can't adopt the same practice as *Analog Magazine* of allowing their programs to be placed on public BBS's and in Club libraries in the month the magazine was printed for.

I want to point out *Analog Magazine* also sells Disk issues, so there is a possible loss of revenue for them as well as Antic. I also have to admit I am tired of reading the IO colum (reader feedback) in Antic and seeing them hype their programs. I can't blame them for wanting to make money, but what is their CATALOG for?

For those who want to write to *Antic Magazine*, please address your letters to the attent of:

James Capparell
c/o Antic Magazine
524 Second Street
San Francisco, Ca. 94107

In your letter be sure to indicate you feel Antic should allow their type in programs to be placed on BBS's and in Club Libraries in the same manner as their most fierce competitor *Analog Magazine*. Maybe with this type of input they will see past the dollar sign of selling a DISK issue into the future of retaining their readership!

I want other clubs to pick up this article and reprint it in their newsletter! We need more than one voice to get a response. We did it once before when ANTIC cried for our help! Now we would like to see the same cooperation from ANTIC!

WRITE TODAY!!!

(Editor's Note: I believe Antic has always copyrighted their original programs. Some confusion might be caused because Antic for many years included many public domain programs in their type-in listings. The right to distribute those public domain programs from Antic never has extended to their copyrighted programs. If a copyright holder permits distribution of a program by a BBS to anyone who calls, the copyright will be lost forever. The only way they can maintain their copyright is to prohibit such copying. Antic may well have contracts with authors of copyrighted materials which can be violated by Antic either permitting or acquiescing in the distribution of those programs by BBS's. --JB)

The SANTA MARIA LOMPOC ATARI COMPUTER ENTHUSIASTS is an independent ATARI Computer Users Group.

Meetings are held the First Wednesday of Each Month at the Oak Knoll Bowl in Santa Maria, at 7:00 p.m.

Memberships include a Subscription to this Newsletter and free access to the Users Disk and Technical Library, and are $20.00 / year

ALL correspondence including Articles and Exchange Newsletters should be addressed to:

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CALENDAR

of coming events

Wed. Aug. 5 - S.M.L.A.C.E. Meeting
Oak Knowl Bowl 7 pm

Wed. Aug. 12 - ST SIG Meeting
Jim Wooding's house
396 Highland
SM 7-9 pm

Wed. Sept 3 - S.M.L.A.C.E. Meeting
Oak Knowl Bowl 7 pm

September ST SIG Meeting Time and Location to be Announced

PREZ SEZ

by Gerry Stotts

This month is another don't miss for all you adventure game players out there! We will have Phillip Price of Alternate Reality fame with us to demo and answer questions! He will show his programs on both the 8-bit and 16-bit machines. I hope you all show up to let Phillip know that you appreciate his efforts. The day is August 5th at 7:00 pm at the Oak Knoll Bowl.

This is also the month to nominate new officers for our club. I am sure we can nominate enough people to have a real election this time. Just nominate your best buddy that didn't show up this month! Best thing you can do for them. Get them involved! So be sure to show up (just to keep your friends honest).

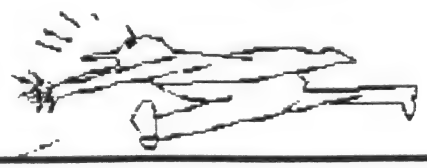
If time permits I will show you a new 8-bit program called Forms Generator. It is just what it sounds like. Lets you create a "what you see is what you get" form. It combines a lot of the features of a spread sheet and a graphics program into one program.

The ST SIG is in need of a place to meet, if you wish to continue having it! I would like to see this continue. It helps you, the ST owner get the most out of your machine. If you want to see this continue, GET INVOLVED!!! If you don't care then guess what?

Would you like to see a question and answer column in this newsletter? Put your questions down on paper and hand them to any officer or mail them to: P.O. Box 2286, Santa Maria 93455. We will put your name or you can remain anonymous. If this is better than at the meetings then let's do it!

We will be asking you if we should join ACENET at the meeting. What is it and what will it do for us? Come to the meeting and find out! See ya at the August 5th meeting!

-Gerry-



SECRETARY'S REPORT

by Jim Keenan

The July meeting was held at Oak Knoll Bowl, July 1st. What a night. It was "SWAP MEET".

At one time I tried to make a head count and came up with 66, but with so many milling about, it is safe to say there were over 50.

Did you see all the bargains!! We even had a good representation from the Central Coast Computer Club. (They own computers other than ATARI) There were two Commodore Amigas' for sale and a couple of TR2000s. There were representatives from the local ATARI dealers; COMPUTER CONNECTION, COMPUTER LOGIC and PARADISE COMPUTERS.

The VeePee Steve Ramm stayed busy all night filling requests for copies of disks from the library. Mike Torres won the first choice in the raffle and selected 'BALLBLAZER'. Ray Vigeant won second choice and selected a Flip/File ten disk holder.

See you all Aug. 5th.

VP SAYS

by Steve Ramm

After delaying the start of this August column a bit too long, I chanced to go by B. Daltons and discovered that they have redone their computer section. On the bad side they, like everyone else, have become very selective as to what they sell. This translates out to mostly IBM, a fair amount of Apple that is predominantly MacIntosh and a smear of Commodore. Atari is given honorable mention. On the good side they have increased their magazine display. And will wonders never cease, there was a stack of Analog's 8-bit Extra magazine that I've been hearing about. You know, the one that was supposed to be out way back when. I shouldn't be too surprised though, here it is the end of July and I have yet to see the July issue of Analog in my mailbox. Maybe they all used to work for the railroad. I was excited to see the magazine, less excited about the price ($9).

After looking through the pages quickly I said to myself: "Yes, this has possibilities, but instead of typing the programs in I bet I could get it all on disk; wonder why I didn't see some issues packaged with disks?". My question was answered by an add on the back page: a coupon for disks. All you have to do is send them $25 (no handling or shipping charge mentioned) and they will send you two disks with all programs on them. Still with me? Yea...makes you stop and think a moment or two. I can't tell you whether or not its worth it, that's something that you'll have to decide.

I keep thinking of the Apple and an ad that I read long ago that they had over 10,000 programs available. Now, if you could buy each program for $1, that would be extremely reasonable but if you had to get them as a package would they be worth $10,000 collectively?

If you get something that you're never going to use; any price you pay for it is too much.

And this opens the door to my next subject: Piracy. My purpose here is not to defend, rationalize or condem the practice. Instead I offer an historical perspective. In the late 19th century a man became very famous as an inventor, but much like a modern day "bankable" screen actor runs short of good scripts, this inventor ran short of inventions. So he paid others for their inventions that then became his. Having paid money for something he wanted to make money with, he leased, rather than sell his inventions. That's right. You didn't buy your light bulbs, you leased them. And when they burnt out you brought their carcasses down to the power company and exchanged them for new. You leased your stove, refrigerator, phone and the rights to view a motion picture. Some of these business arrangements that we know nothing about would seem very absurd to us now if we

were to compare them to modern day practices. For instance, selling hardback books was good business. The publishers at first refused to sell to libraries. Dale Carnegie was their enemy. After all, if you could borrow a book, why buy it. They saw libraries as a big problem. Now, they are their best customers.

You can go to just about any product and trace its development through a commercial labrinyth of changing attitudes, financial makeup, market conditions, etc.

Eventual after many turns and twists of the wheel a stable market would emerge that seemed to be reasonable fair to most involved. But someone always wants a monopoly, to control the market, to retire to Florida on one seasons sales receipts. And someone else wants it just the opposite.

The computer and software market is victim to the same "rules". I say victim because we seem to have more casualties than successes. It was very discouraging to read that it was estimated that 2/3 of the people that use Paperclip haven't bothered to "thank" the authors for their trouble.

I don't really know how its all going to turn out. I would like to think that authors, developers and software distributors will get paid for their work and that we as users will have access to good programs without having to pay too much. End of subject.

I see the market defining itself into two groups --- the hobby users and the business users. What is making this definition is not the machine or the intended use but money. If you are going to use something to make money or conserve it then the only absolute is not the cost of the tool but how much money is saved by the use of the tool and how soon the tool pays for itself.

Word processing software for the IBM can run from $400 to $1000 for some excellent programs. A business can afford this when they see how much a good program can help them and save them money as opposed to a lesser program.

A non business entity on the other hand chokes at these prices. He has no way to "make back" the price of the software. It would be nice for us if we had some way of checking programs out, like books, from a program library but such a situation in today's market place would be abused. Perhaps in the future...

One idea I had would be to have distributors put together a group of programs that were financially played out for them and to sell these large packages of programs to user groups who would then loan them out to their members. Yes the members would abuse this but the distributors would be benefiting from a windfall sale to all the user groups in the marketplace with software that had dropped to a monetary trickle. Imagine selling a $1000 package to 5000

user groups. That's 5 million dollars on software that won't bring in 2 million in 5 years. For that kind of a deal they can let us abuse them and they can cry all the way to the bank.

Moving right along to some ST news, it now has four personalities. It's an ST, a MacIntosh, an IBM and now an Atari 8 bit. The last two personalities run slower than the originals so you might not want to indulge to any serious extent. And whereas hardware mods to the 8 bit are not a problem as almost all programs are designed for an unmodified setup, the same is not true for the IBM. IBM programs that require specific auxiliary hardware to run (mouse, graphic boards, etc.) will not work on the ST.

Our BBS, after a brief period of being down should now be up, better than ever. We have four drives that give us a total of 2.1 megs of space. Pat also has a copy of all our library disks. What more can I say?

We have an unusual disk of the month this time. It is a theme disk containing public domain adventure games. The backside of the disk is one game that is written in basic and we will be talking more about it during the meeting. It is written very simply, straight forwardly (if that is possible in BASIC) without any escoteric machine language calls or algorithyms. Some parts of it run slowly as a result, but the tradeoff is that it is easily understood and modified.

In fact, I modified it to include some familiar scenes at the begining. I thought we could do two things with it. We could have a contest to see who could write the best story and we could use this program as a tutorial into the ins and outs of basic programing. For those of you who have an interest in what programing is all about, we could take apart this program at a meeting or two and you would not only be able to write your own version but you would probably feel a bit more confident at tackling some of those other projects you have thought about.

So remember to come to this meeting, get the disk and become a programer, an adventurer and maybe win the prize.

ST SIG

The ST SIG is in big trouble and desperately needs your help. In case you don't know, ISU where we had been meeting has closed its doors and we now are short one place to hold our meetings.

This month, Wed., Sept. 9th we have graciously been allowed to hold our meeting at Jim Woodling's home at 396 Highland in SM from 7-9 pm. If you need directions, call me at 925-9390.

But this will not solve our delema, we need your help to find a perminent meeting place. Also, at the end of the year, I will be resigning as Chairman and we will need someone to carry on if the SIG is to exist.

If you want to see the SIG continue, get involved or it will die.... a lonely death. Mike

NEWS 'n' RUMORS

(The following is excerpts from reports printed in the Jul/Aug Current Notes)

CES - Chicago May 30

The Mega ST, Blitter upgrade and laser printer were not being shown. Atari said that these products were aimed at computer specialty stores and no the mass market which is what CES is primarily for. The Mega ST1 has officially been shelved because it overlaps too much with the current 1040ST market. Neil Harris of Atari Corp. stated that the Megas name will not change which is contrary to other reports. He also said the Mega ST2 and ST4 are on a ship heading for our shores NOW and should be available by July.

The Atari PC was at the show running Lotus 1-2-3 and some impressive color graghics demos. According to an Atari Rep., the Atari PC will not only come with *GEM Desktop* and *MS DOS* but will also include *GEM Paint* & *GEM Write*.

For the XEs, Atari was showing the XF551 a new 5 1/4" disk drive. It is supposed to be faster, true double density, ant to include ADOS wich supports Sub directories. No release date was given other than sometime in 1987.

Also being shown were the XEP80 and the SX212 1200 baud modem. The XE Game System was shown and will sell for $150 which includes a comsole unit with 64k, an attachable keyboard, a game pistol and joystick. Missle Command, Blast 'Em, and Flight Simulator II including the secenery disk will be included on a 256K cartridge. A disk drive can be added to the system so that it can access the disk-based library of XE/XL computers. For the Game System, Atari will release 14 new titles on cartridges.

DALLAS ATARIFEST 1987

May 8 & 9 - In an address by Neil Harris, he reinterated Atari's continuing commitment to the 8-bit computers and is actively seeking and working with third party software firms as well as their own programers to bring new 8-bit products to market. near future release dates were announced for the XEP80 for the 8-bit, the MEGA ST, the Laser Printer, Blitter Chip upgrades and the Atari PC.

Neil also spoke of the new 5 1/4" disk drive for the XE/XLs. It is supposed to read all previous official Atari OS's, be three times faster than the 1050 and about the same size. Release date is not known and price will be arround $250. There will be no 3 1/2" disk drive from Atari for the 8-bits.

As for the Fest itself, attendees were greeted by a good assortment of exhibitors. Just to name a few, Astra Systems was showing the SYSTEM HD+ hard disk for the ST. Word Perfect for the ST was demonstrated showing macros, merge, footnotes, spell checker, thesaurus and more. It is a welcome addition for the professional word processor and will retail for about $395.

COMPUTER CONNECTION

Santa Maria/Lompoc's LARGEST ATARI-Specific Computer Outlet!

Come by and check out **pc-ditto**. See an ATARI ST run IBM software. Now the best of *both* worlds... the ST *and* IBM!!!

LARGEST selection of ST software for 20 miles!

To name just a few in stock...

PLUTOS	Q-BALL	SKYFOX
FONT WRITER PLUS	STEREO CAD-3D 2.0	PC-DITTO
PRINTMASTER PLUS	BALANCE OF POWER	MAD LIBS
KDS PRINTER DRIVER	PRINTPRO & LIBRARY	DATATRIEVE
CHESSMASTER 2000	LABELMASTER ELITE	QUIZAM!

Check our used ST software table...

NEW FOR THE 8-BIT: INFILTRATOR *by MindScape* (HELICOPTER SIM.)

and some Oldies, but Goodies...

SPACE INVADERS	INIT. TO PROG. 2,3	TOUCH TYPING
HOME FILING MANAGER	MINER 2049er	DONKEY KONG + *more*

934-3655

P.O. Box 2286
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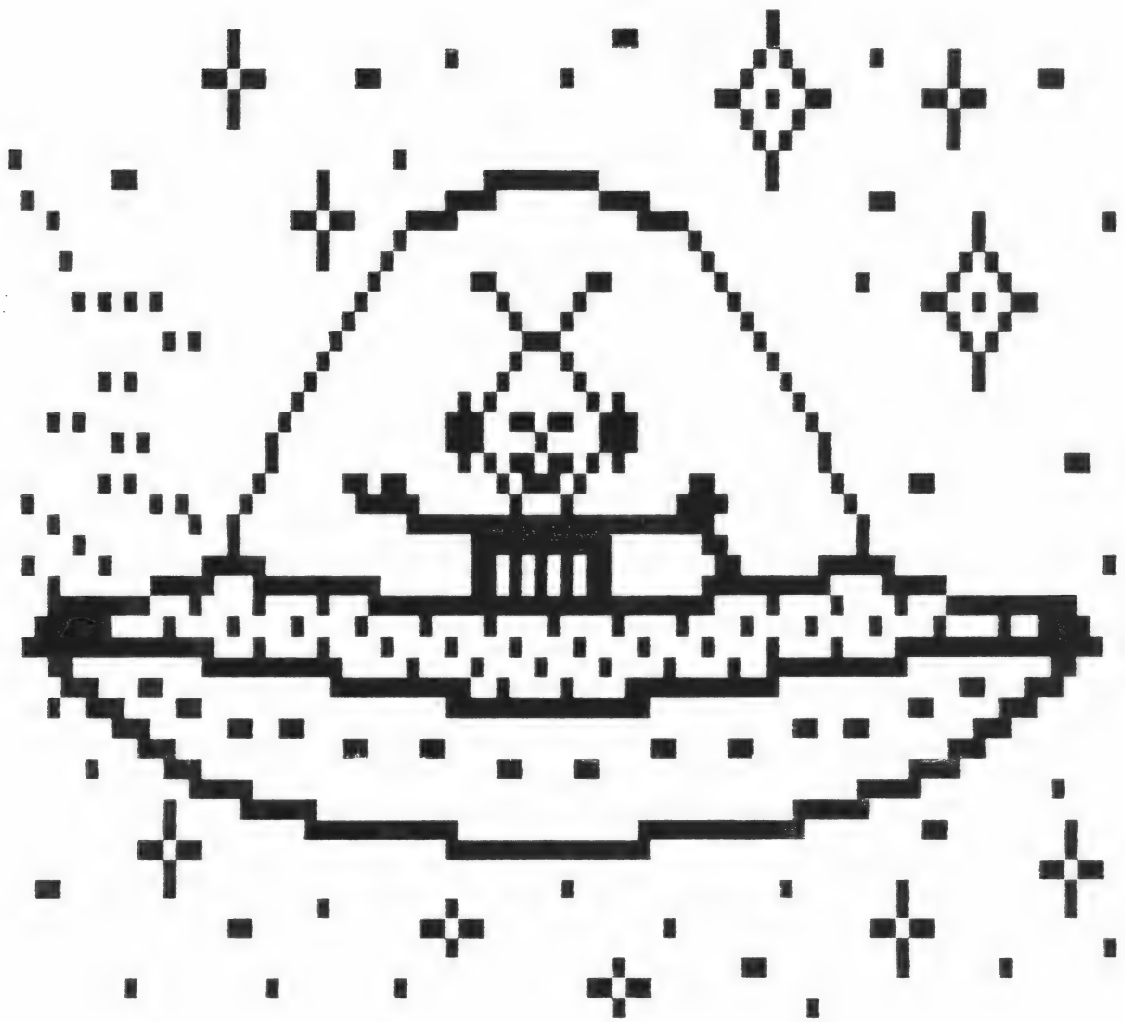
93455

SMLPACE

THE COMMUNICATOR

B.H.BARND EDITOR

AUGUST 1987



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USER GROUP NEWSLETTER EXCHANGE IS APRECIATED.

PLEASE CONTACT BOB BARND AT ADDRESS LISTED ABOVE.

NEWSLETTER ARTICLES

PLEASE SUBMIT ARTICLES IN MACHINE READABLE FORM (DISK OR CASSETTE, WHICH WILL BE RETURNED). SEND THE MATERIAL TO THE EDITOR OR ONE OF THE OFFICERS. TYPEWRITTEN COPY WILL BE ACCEPTED IN LIEU OF MACHINE READABLE COPY. UPLOADS TO THE BULLETIN BOARD CAN ALSO BE USED AND ACCEPTED. COPY MUST BE RECIEVED BY THE 1ST.OF THE MONTH TO MEET SCHEDULE.

DISKUSSIONS

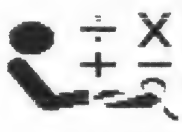
BY B.H.BARND

REPRINTED FROM HIGH SIERRA USERS GROUP NEWSLETTER.

THE WORD ATARI COMES FROM THE AN OLD AND ANCIENT JAPANESE GAME OF GO. IT'S A BOARD GAME,AND WHEN ONE PLAYER FEELS THE SURGE OF VICTORY ON HIS SIDE, THAT PLAYER YELLS "ATARI". THE OTHER PLAYER STRUGGLING TO AVOID THE "AGONY OF DEFEAT", MIGHT TRY ANY LAST MINUTE MANEUVERS, BUT THEY FAIL. "ATARI" IS A CRY OF INEVITABLE VICTORY.

AT THE ATARI COMPUTER COMPANY, EACH TIME FAVORABLE SALES ARE RELEASED ALL THE EMPLOYEES GO ON THE ROOFTOP AND YELL ACROSS THE EXPANSE OF SILICON VALLEY, "ATARI". AT THE OTHER END OF SILICON VALLEY, ALL THE EMPLOYEES OF APPLE COMPUTER COMPANY RESPONDS BY GETTING UP ON THEIR ROOFTOPS AND THEN SHOUT "SCREW YOU" AND THE COMPUTER GAMES CONTINUE.

THE DEMONSTRATION AT THE NEXT COMPUTER CLUB MEETING WILL BE ON THE NEWS STATION SOFTWARE WHICH IS USED TO PRODUCE THIS NEWSLETTER.



SECRETARY/TREASURER REPORT

BY MAXINE SCHNEIDER

BEGINNING BALANCE:	$460.96
RECEIPTS: DUES	$12.00
EXPENSES:	$156.75
ENDING BALANCE:	$316.17

JUST A REMINDER

FOR THOSE OF YOU WHO HAVE NOT PAID THEIR DUES, PLEASE DO SO. MEMBERS WITH UNPAID DUES WILL BE UNABLE TO CHECK ANY MATERIAL OUT OF THE LIBRARY. ALSO, IF YOU HAVE MATERIALS FROM THE LIBRARY WHICH YOU HAVE HAD FOR SOME TIME, WILL YOU PLEASE RETURN THEM TO ANY OFFICER OR TO THE CLUB LIBRARIAN SO THEY CAN BE RETURNED TO THE LIBRARY. THANKS!.

CUSTOMIZING AUTORUN.SYS

BY RON HAMILTON

PART OF THE "BOOT" PROCESS WITH THE ATARI DOS 2.0 AND 2.5 IS AN ATTEMPT TO LOCATE, LOAD, AND EXECUTE A FILE NAMED "AUTORUN.SYS". THIS CAN BE ANY MACHINE LANGUAGE OBJECT CODE FILE WITH AN APPENDED EXECUTION ADDRESS.

DOS.SYS CONTAINS THE SPECIFIED FILE IN ATASCII FORM AT ADDRESS $170C TO $1719 (5900-5913). THE DEFAULT FILE IS "D1:AUTORUN.SYS". YOU CAN SEE THIS WITH THE FOLLOWING BASIC CODE: 10 FOR I=5900 TO 5913: PRINT CHR$(PEEK(I));: NEXT I

YOU CAN, OF COURSE, POKE ANYTHING THAT YOU LIKE INTO THOSE ADDRESSES AND ADD A CUSTOM TOUCH TO YOUR DOS. IT IS EVEN CONCIEVABLE TO MAKE DOS LOOK FOR SOMETHING LIKE "D2:MYFILE.OBJ", WHICH WOULD MAKE YOUR DOS TOTALLY USELESS ON A ONE DRIVE SYSTEM. MY PERSONAL DOS IS MODIFIED ONLY SLIGHTLY TO LOOK FOR "D1:A?????*.SYS"; THE WILD CARDS TAKE UP THE SAME MEMORY SPACE AS THE DEFAULT AND WILL ALSO ACCEPT THE STOCK FILE NAMES.

THE UTILITY IS IN FACT THAT I CAN USE ANY SEVEN CHARACTERS BETWEEN THE "A" AND THE ".SYS" TO DESCRIBE MY FILE AND HAVE SOME IDEA WHAT PARTICULAR AUTORUN.SYS DOES. I HAVE "ARUNMENU.SYS", "AGCOLON.SYS", ETC. YOU MAY HAVE OTHERS THAT WOULD MAKE A DIRECTORY LISTING MUCH MORE INFORMATIVE. HERE IS HOW TO DO IT.

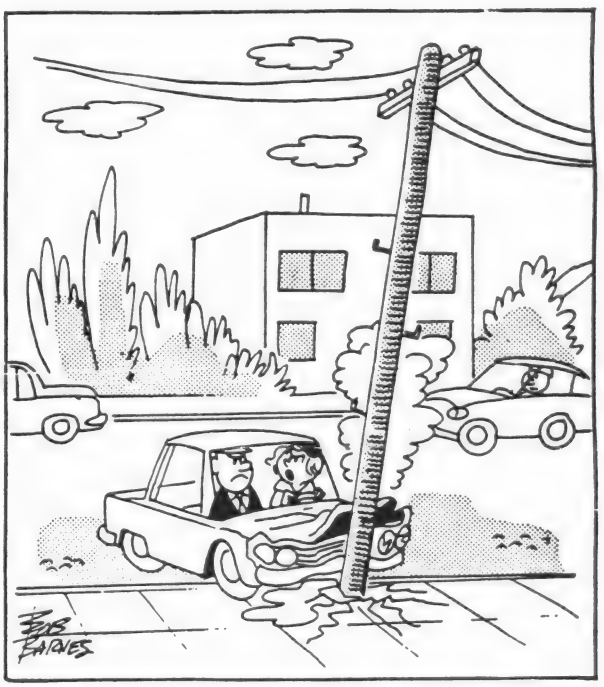
```
10 DIM F$(14):F$="D1:A?????*.SYS"
20 FOR I=1 TO 14
30 POKE 5899+I,ASC(F$(I,I))
40 NEXT I
50 OPEN #1,8,0,"D:DOS.SYS"
60 END
```

THE OPEN COMMAND IN LINE 50 WILL WRITE DOS.SYS FILE TO A DISK IN DRIVE 1 WITHOUT YOU GOING TO DUP.SYS AND MANUALLY WRITING THE DOS FILES WITH OPTION "H". EITHER WAY, YOU MUST WRITE THE NEW DOS.SYS TO THE DISK BEFORE YOU CAN BOOT YOUR SYSTEM WITH IT.

THE END IN LINE 60 FORCES BASIC TO CLOSE ALL OPEN IOCB'S (INPUT, OUTPUT CONTROLL BLOCKS). OBVIOUSLY, YOU CAN DEFINE F$ TO BE WHATEVER YOU LIKE IN LINE 10, BUT GIVE SOME CAREFUL THOUGHT BEFORE YOU GO POKEING AROUND.

"I can't find my life jacket!"

"As you all know, recently our stock split; unfortunately, so did our treasurer."



"That's right, stick up for the phone company!"

I.C.C.C. CALENDAR

EVENTS FOR AUGUST 1987

SUN	MON	TUE	WED	THU	FRI	SAT
						1
2	3	4	5 P.A.C.E. MEETING 6:30 PM AT THE PEORIA PUBLIC LIBRARY.	6	7	8
9	10	11	12	13 B.A.S.E. MEETING 7:00 PM AT THE BLOOMINGTON PUBLIC LIBRARY. COMPUTER CLUB MEETING 7:00 PM EIU STUDENT SER. IL. STATE FAIR	14 ILINOIS STATE FAIR	15 ILLINOIS STATE FAIR
16 ILLINOIS STATE FAIR	17 ILLINOIS STATE FAIR	18 I.C.C.C CLUB MEETING 7:00 PM 121 SO. 17TH. ST. MATTOON,IL. ILLINOIS STATE FAIR	19 ILLINOIS STATE FAIR	20 DECATUR ATARI USER GROUP MEETING 7:00 PM AT THE DECATUR PUBLIC LIBRARY. ILLINOIS STATE FAIR	21 ILLINOIS STATE FAIR	22 ILLINOIS STATE FAIR
23 ILLINOIS STATE FAIR	24	25	26	27	28	29
30	31					

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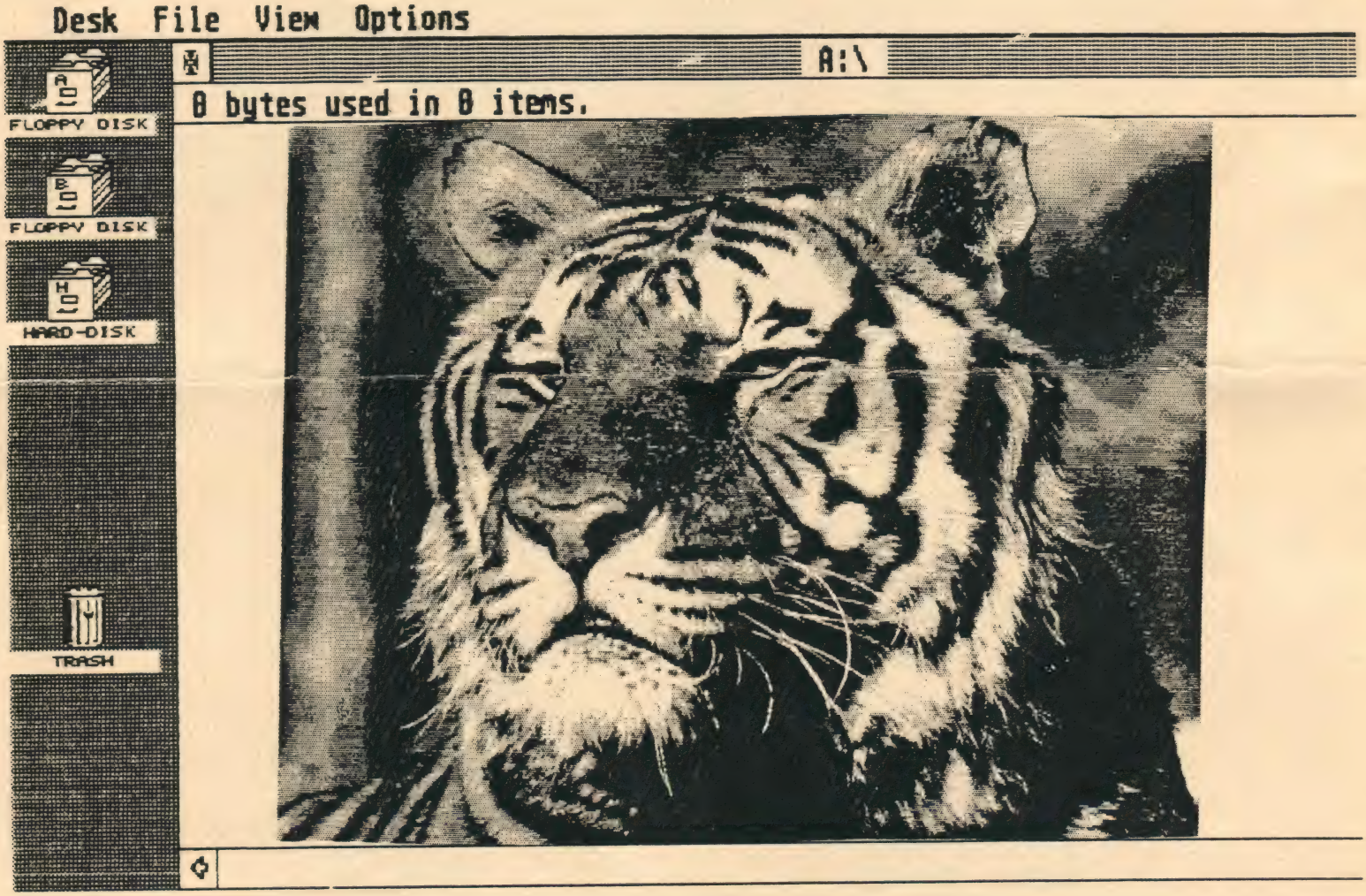
SBACE

Santa Barbara Atari Computer Enthusiasts

AUGUST 1987 VOLUME 6 NO. 8



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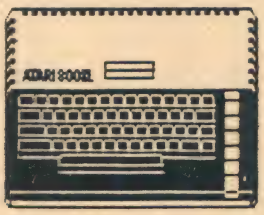
10 - Club Information
Meeting Info

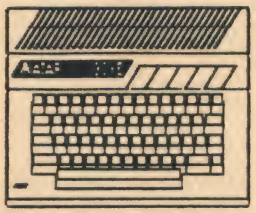
ATARI COMPUTERS

AUG 1987



HOT NEWS

BY: FRED OLIVOS (SBACE)



Have you upgraded the memory in your Atari 8-bit yet? If you haven't done so and are considering doing it, then NOW is the time. Very soon now the price on 256K RAM chips are going to go up due to the U.S. of A's trade imbargo with Japan. Memory upgrades are now as low as they'll get! Do it and take advantage of the new software being developed that will allow you to get the most out of your 800, XL or XE. You won't be sorry, I promise.

Now on to the NEWS: It seems that with expanded memory 8-bits, hardware manufacturers are developing new operating systems to take advantage of the extra memory. Things never before possible on an Atari 800 computer.

SYNERGY CONCEPTS (1404 Bremerton Dr. #354, Sacramento, CA 95833) has created a new O.S. to take advantage of memory enhanced machines. The **EXPANDER** has a built-in translator, G-DOS, the ability to break from any program, coldstart without switching off your computer and gives you tha ability to boot from your RAMdisk! Gives you a truly SUPER XL! The price: $49.95 + tax.

Until now, Hybrid Arts was the ONLY manufacturer of a MIDI unit for the Atari 8-bits. No longer are we limited to one developers software and hardware. BEST ELECTRONICS, 2021 The Alameda, Suite 290, San Jose, CA 95126 is the first dealer in the US to carry the **MIDI MAX** by Wizztronics. The ad states that, "This is the lowest cost MIDI interface unit available to date. Check out these features: Midi Music system software by Lee Actor, programmer of the renouned Advanced Music System, ability to control up to 16 different MIDI instruments all at the same time, and is the only MIDI 8-bit interface that has an extra SIO connector for daisy-chaining your peripherals. Price: $225.00 with a one year warranty!"

Thee *HOT* new game for this summer is "Trailblazer" from Mindscape. A cross between "Ballblazer" (Lucasfilm/Epyx) and "Rainbow Walker" (Synapse).

Here's the latest info on the Mac emulator (Magic Sac) from Data Pacific. The current revision is up to 4.35 now. It is able to run on the color monitor! Some of the programs reported to now work flawlesly with the Sac include: Microsoft Word 3.0, Excel and Pagemaker 2.0. The Magic Sac disk drive adapter hardware is finished! Now Magic Sac users will be able to read Mac disks directly from the Atari ST drives!

Now for a word about Atari's image as a game machine. For a while now, Atari has tried to shed the image of "just-a-game-machine"; without much success. Well they've decided that the image of a game machine isn't so bad after all. In fact, it could be more beneficial than harmful. In the next few months, watch for Atari to promote their computers as "ultimate game machines". With their revamped 2600 units and the recently released 7800 game machine they are hot after the consumers dollar. After all, it was games which started Atari and it was games that made them so large. Soon Atari Explorer and ANALOG magazines will begin video game coverage on a limited basis.

Another newsworthy item is that Atari is going to be the first computer company to have their own booth at the Chicago NAMM (National Assioation of Musical Merchants) show. Ataris attitude is, "We want to OWN the MIDI market!"

Some HOT new releases for the ST this summer are:
AIRBALL - Michtron A Marble Madness type of game.
DIGI DRUM - Michtron
A digital drum sequencer.
GFA OBJECT - Michtron
Like Antic's CAD 3-D but much easier to use and you can take the pictures and use them in BASIC, Vector and GFA DRAFT PLUS.

One final note: REMEMBER, SOFTWARE PIRACY HURTS EVERYONE. DON'T ACCEPT COPIES AND SUPPORT YOUR LOCAL DEALER.

COVOX VOICE MASTER: amazing voice recording/playback/recognition system.

By Scott May
FORUM-80 BBS, in Columbia, MO

$89, from Covox Inc.; COVOX INC., 675 Conger St., Eugene, OR 97402; (503) 342-1271.

Designed by John Stewart, Brad Stewart, and Ned Higgins.
Disk and hardware unit.

Despite unparalleled sophistication among today's electronics consumers, advanced technology remains, for the most part, financially out of reach. Electronics breakthroughs make interesting headlines, but to the average person, it might as well be science fiction. Covox Inc. is a significant exception to this unwritten rule. With its amazing Voice Master, Covox has perfected the art of applied technology on a personal and affordable level. This accomplishment is even more remarkable when you consider the potential of this incredible product. On the surface, the Voice Master is a tool that allows you to record, edit, and play back speech using a microcomputer. Although digitized speech is hardly ground-breaking, the voice Master goes several steps beyond. Instead of the impersonal, robotic sound of a machine, what you hear is your own voice, recorded through a microphone linked directly to your computer. Whatever inflection, resonance, or subtle accent that makes your voice unique is captured in the computer's memory and can be played back in some truly creative ways. Up to 64 words or phrases can be held in memory at one time. Using disk access, your available vocabulary is virtually unlimited.

Voice Master also gives your computer the power of voice recognition. Using simple Basic programming, the computer can be trained to respond to your spoken commands. Commands usually carried out through keyboard or joystick input can be easily controlled by your voice alone. This verbal interaction between man and machine can be used to open doors to a new world. The tools are at your disposal. The key is your imagination.

Do you love music but can't read a note? A Voice Harp program is included that allows you to whistle, sing, or hum into the microphone and compose music in three-part harmonies. Notes are instantly displayed on a scrolling musical staff that can even be printed out. Are you off-key? Enter the powerful music editor to change notes, pitch, volume, and tempo. Finally there is a music processor that absolutely anyone can use with perfect results!

These are just the basic ingredients of this productive and creative tool. About the only thing more staggering than Voice Master's capabilities is its low production cost.

At a retail price of less than $90, Covox has produced a remarkable device that rivals similar components costing thousands more. The designers have proven that even so-called toy (8-bit) computers can out-perform systems with inflated price tags. The Voice Master brings high tech down to earth.

The Voice Master package contains a small interface box, about the size of a Sony Walkman, which plugs directly into a joystick port of the computer. A featherweight headset, with

(continued page 4)

earphone and sleek microphone, is connected to the interface.

The disk itself contains a number of ready-to-use programs, as well as the main "driver" routines that bring Voice Master to life. These main programs, called machine language "wedges," are like mini operating systems. They enable the computer to understand and execute many new BASIC commands used with Voice Master.

More significantly, these powerful wedges allow your speech to be entirely software-based. Speech created with Voice Master can be included in your programs and played back by any compatible computer, with no additional hardware needed.

Software companies such as Firebird and Mastertronic have used speech created with Voice Master in many of their programs. Now you can too.

The documentation for Voice Master is extremely clear for a product of this magnitude. Three separate instruction manuals describe in detail all aspects of voice recording/playback/recognition, use of the incredible Voice Harp, and how to include Voice Master speech in your own programs.

The potential uses for Voice Master are wide open. Covox is currently developing software enhancements for many practical applications. When interfaced with wireless remote control devices, users could control lights and other electrical appliances entirely with voice commands.

This would open new doors for the needs of the handicapped. Plans are also underway to develop computer keyboards for disabled people, operated by voice recognition. Several rehabilitation centers in the U.S. and aboard already use the Voice Master as an aid to the physically impaired. Other areas of interest could include household or business security systems.

Voice Master is a low-cost, versatile wonder, and one of the few products I can think of that literally sells itself. This is one investment that will continue to amaze you for years to come.

SECRETARY'S CORNER - Caroline Connor
July 14, 1987

Opening Announcements

A 520ST is available from an out of town source for $439 (see page 6).

At the end of July, ACENET will have its final meeting prior to the September Atari Fair. Someone is needed to attend that meeting to represent SBACE. Contact Conrad if interested.

A new Basic is available for the ST. The manual and disc is for sale by the club thanks to Ken Smith. The cost is $10. It was developed and produced by DTack-Grounded Inc.

P.C. Ditto by Vanguard Software uses a color monitor only. But it does run about 90% of P.C. software. The price is $90.

Members Only Drawing

On the first try, John Kalstrum won! The September 1986 issue of Antic with disc was his choice to take home.

Disc of the Month

8-bit. This is another good one if you have Print Shop. More icons to be added to your program to make it even better.

16-bit. This one came from Germany complete with some German text! Its a chess game aimed at the average player which means fun and not frustration. That evaluation is by Jim Patchell who "found" the program on the bulletin board!.

The big event was a demo of Aladdin by Jerry Humphrey. This magazine on a disc is a product of Disc Publications in Dallas, Texas. Aladdin is a bi-monthly publication (6 issues a year) with a $79. per year subscription cost. (Single copies are $19.95 each.) The 8-bit version is on 3 double sided discs and the 16-bit is on 2 double sided discs. It's format is much like any good quality magazine. There are articles on finance, fiction, games, recipes, etc. But there is one unique difference. Some articles are "interactive"! Imagine asking questions of the main character in a story and getting an answer! It was a good demonstration.

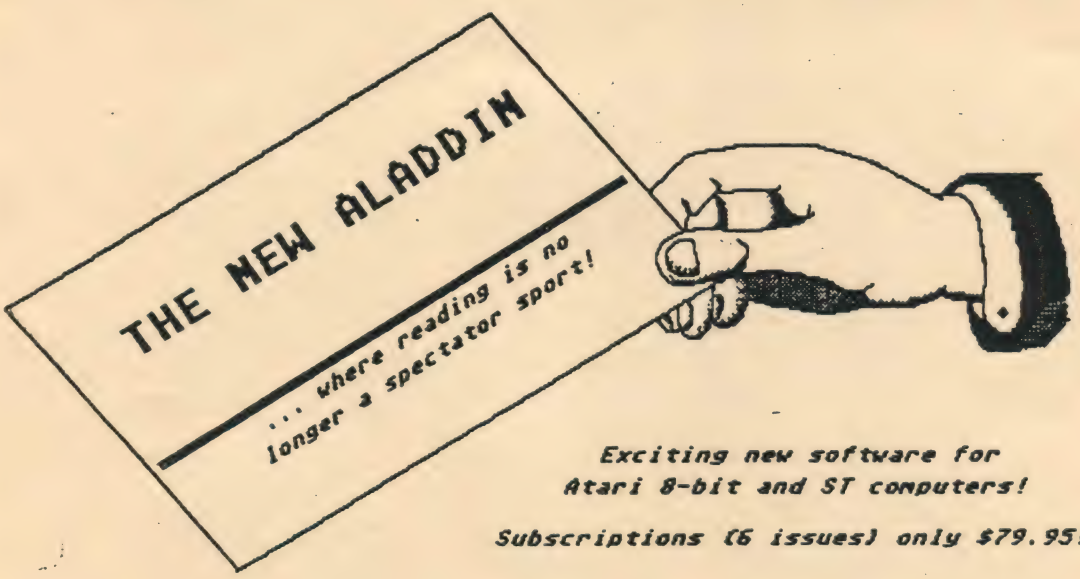
Conrad will be on vacation next month and the meeting will be chaired by Paul Menconi. See you there?

Atari Video Arcade Games

To Be Published by Mindscape

Mindscape and Atari have signed an agreement that will allow Mindscape to release home computer versions of "Paperboy" and "Gauntlet". Other popular video arcade games to be released by Mindscape include "Road Runner", Road Blasters", Gauntlet II", and "720".
Most popular home computers will have access to these excellent game programs.

"NOW THAT IT CAN COMMUNICATE WITH OTHER COMPUTERS, IT SAYS IT DOESN'T WANT TO COMMUNICATE WITH US."



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Software Review: Datamanager ST

Stiv Ostenberg, SBACE

I recently bought an Atari 1040 ST along with three integrated programs. The programs were Word Writer, Swift Calc, and Data Manager. The data generated on any one of the programs can be ported over to one of the others, for use in report writing etc.

I am not a computer expert, and I was a little frightened at the thought of trying to manage a massive data base. The other program I had seen (DB Man) looked more efficient, and has some features I wish Data Manager had (programmed sorts) but looking through the users manual seemed like reading a manual on quantum mechanics. Data Manager has an extremely simple menu, and many features I had not expected to find. In form print mode, you can design a form that the data will fill out during print. It is simple to use, using the mouse and icons for text blocks.

The sort procedure is also quite simple. A pull down menu, state your parameters for a search, and VOILA!, its done. Still a complicated search using multiple fields has to be done one step at a time (hence my regret over the lack of sort programming).

On the whole, however, I found Datamanager easy to use, and recommend it to other casual type users.

Stiv

Editor's Note: You may remember Stiv's excellent music program "SYNPRO" for the 8-bit Atari computer. Lifelike stereo sound on an 8-bit computer!

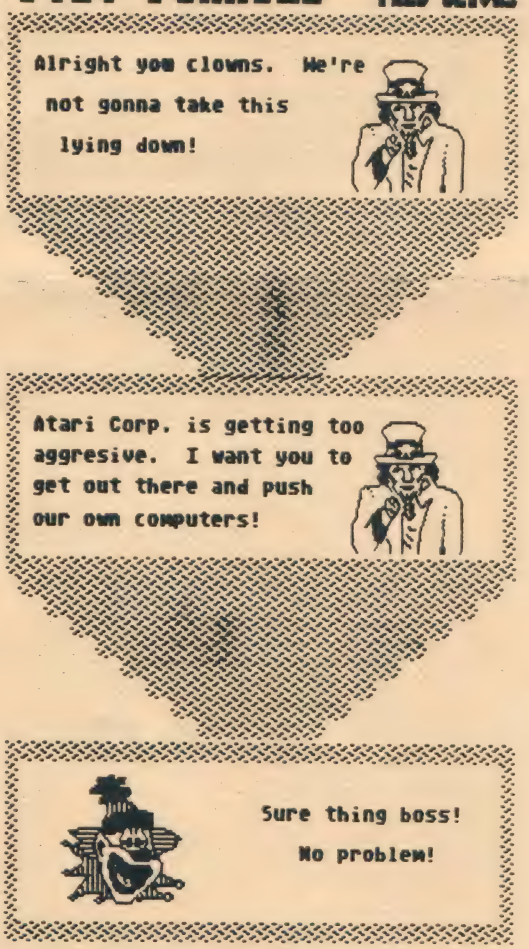
Looking for more PRINTWARE?

DISK INSERT on D-O-M #28 provides a sleeve sized insert of your disks contents. Very handy!

"Friendly no, but it *is* user tolerant."

P.S. FUNNIES

FRED OLIVAS


Alright you clowns. We're not gonna take this lying down!
Atari Corp. is getting too aggresive. I want you to get out there and push our own computers!
Sure thing boss! No problem!

ATARI ST DEALERS

DEALER NAME	PHONE NO.	520 MONO	520 COL	1040 MONO	1040 COL
PARADISE-SLO	1-544-7127	$549	$749	N/A	N/A
PAUL LEWIS-SLO	1-544-8347	$599	$799	$799	$999
SOFTWARE 1ST	415-459-1475	$439	$599	N/A	N/A

LOGO GRAPHICS ENJOYMENT

by Conrad Weiler, SBACE

LOGO is a generic computer language that has similar versions playing on a wide variety of popular computers. Atari's 8-bit version from LCSI (Logo Computer Systems, Inc.) made its appearance about three years ago. This is the same company that produced Apple LOGO for the Apple computer.

When the ST's came out in 1985 they had free software including DR LOGO (Digital Research) that originally been produced for IBM and cost $395 per program. Atari, in their usual understatement of value, never made much about the great LOGO program included with the ST computers.

LOGO is a very deceptive language. Easy enough for young children to use with turtle graphics - yet, challenging and sophisticated for the most knowledgeable computer programmer. Much like chess, LOGO is easy for learning the moves but difficult to master. Many times it seems like the oriental water torture routine when trying to figure things out. It is a wonderful language to use in training the thinking process.

LOGO is an offshoot of LISP - the list processing language familiar to followers of artificial intelligence (AI). LOGO has a number of interesting programs that can be built with word lists and simple forms of AI demonstrations can be produced. These will be discussed in a future article.

The present program, Kaleidoscope, tries to present a program that both groups of Atari users may enjoyably use. The two Atari LOGO's (8-bit and 16-bit) have some differences but far greater similarities as the present graphics program tries to show by running on either machine. If you have the old 8-bit Atari LOGO cartridge - dust it off - fire it up and give the Kaleidoscope program a try. ST users' can load their LOGO program by double clicking on the program (LOGO.PRG). Next, load the program which you have typed-in * from this article (or 8-bit and 16-bit users' may download from the WIMP BBS, 805-967-5264, if you have a modem). Once the program has loaded, type IMAGE to start the graphics program. You will see ten geometric objects drawn on your screen and each time you press a key you'll get ten more until you are satisfied with your kaleidoscopic art production (see accompanying graphic demos). I only have a monochrome monitor for my ST but the program should run in Low and Medium Res mode on ST's. Somebody may want to add a colorful addition to the ST version.

ST users' should select the Stop feature from the desktop when finished. They can either save their picture (Save Pic from desktop) or screen dump it if they have a printer (Alternate/Help keys are pressed). 8-bit users' may also do this but it takes a Save Pic program and screen dump capabilities.

Type CS (clearscreen) to clear the graphics screen and type IMAGE to start a new graphics production.

Maybe you would like to prepare a slide show of your best "kaleidoscope art pictures". I would suggest using a Ram Disk (if you have one) for rapidly displaying your pictures. Are you pleasantly surprised at what a 1.1 K size LOGO graphics program can produce? You should be.

Finally, this program lets 8-bit and 16-bit Atarians to use the same program and communicate between machines and users'. It also tries to breakdown the tower of Babel between Atari and other computers.

Many thanks go to that computer wizard, David Thornburg, who presented this program in his excellent book "Computer Art and

(continued P. 8)

(cont. from P. 7)

Animation" from Addison-Wesley, 1984. I have made some modifications so that it will run on the ST. Other books and articles of interest to Atari LOGO users' are:

"Atari ST LOGO User's Guide" by Gerhard Sauer, Abacus Books, 1986.
"Beyond Turtle Graphics" by David Thornburg, Addison-Wesley, 1986.
"LogoWorks" by Solomon, Minsky, and Harvey, McGraw-Hill, 1986.
"Turtle Geometry" by Abelson and diSessa, MIT Press, 1980 (paperback issue, 1986)
"BYTE" magazine, August, 1982. An issue devoted to the use and philosophy of LOGO.

Notes: * 8-bit program, if typed-in, should have 5th line in TO IMAGE procedure changed to

MAKE "DIST RANDOM 60

This compensates for graphics screen differences between 8-bit and 16-bit computers.

* also, 8-bit program should add:

SETPN RANDOM 3 PENUP

after line 5 (to add more color to screen)

If you want to have still more graphics fun - try changing numerical values in TO WINDMILL procedure in 2nd line.

REPEAT 10 [FD :DIST PENDOWN RUN :LIST PENUP BACK :DIST RT 36]

Try any combination of numbers that gives 360 as product (e.g. 10 X 36 = 360)

for instance, REPEAT 6 .... DIST RT 60 (6 X 60 = 360)
or, 20 and 18
8 and 45
etc.

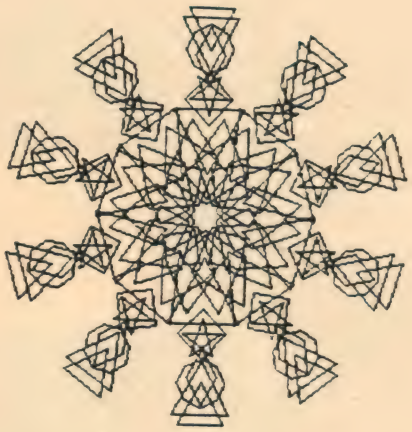
KALEIDOSCOPE PROGRAM

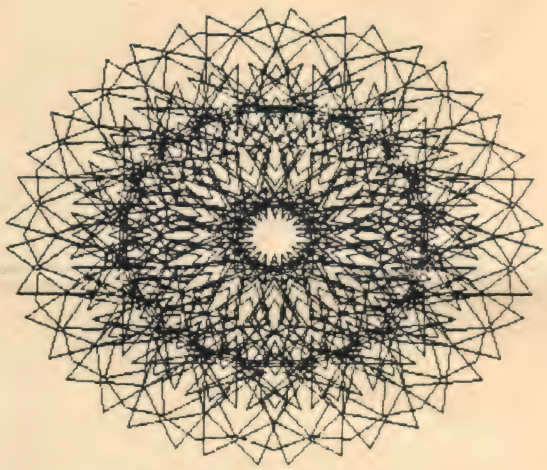
```
TO TRIANGLE :SIZE
LT 30
DRAW 3 :SIZE
RT 30
END

TO DRAW :SIDES :SIZE
REPEAT :SIDES [FD :SIZE RT (360 / :SIDES)]
END

TO DIAMOND :SIZE
LT 45
DRAW 4 :SIZE
RT 45
END

TO PATTI1 :SIZE
LT 30
REPEAT 2 [FD :SIZE RT 60 FD :SIZE RT 120]
RT 30
END

TO OCT :SIZE
LT 67.5
DRAW 8 (:SIZE / 2)
RT 67.5
END

TO PATTI2 :SIZE
LT 60
FD :SIZE RT 60 FD :SIZE RT 120
FD :SIZE LT 60 FD :SIZE RT 120
FD :SIZE RT 60 FD :SIZE RT 120
END

TO STAR :SIZE
LT 18
REPEAT 5 [FD :SIZE RT 144]
RT 18
END

TO IMAGE
HT PU
MAKE "LIST [STAR DIAMOND OCT PATTI1 PATTI2 TRIANGLE]
MAKE "NAME SE PICKRANDOM :LIST (20 + RANDOM 30)
MAKE "DIST RANDOM 110
WINDMILL :DIST :NAME
MAKE "NAME RC
IMAGE
END
```

Continued P. 9)

(cont. from P. 8)

```
TO PICKRANDOM :LIST
OUTPUT PICK (1 + RANDOM (LENGTH :LIST)) :LIST
END

TO PICK :NUM :LIST
IF :NUM = 1 [OUTPUT FIRST :LIST]
OUTPUT PICK (:NUM - 1) (BUTFIRST :LIST)
END

TO LENGTH :LIST
IF :LIST = [] [OUTPUT 0]
OUTPUT 1 + LENGTH BUTFIRST :LIST
END

TO WINDMILL :DIST :LIST
REPEAT 10 [FD :DIST PENDOWN RUN :LIST PENUP BACK :DIST RT 36]
END

MAKE "LIST [STAR DIAMOND OCT PATTI1 PATTI2 TRIANGLE]
MAKE "DIST 3
MAKE "NAME [STAR 49]
```





P.S. Program listing is for monochrome ST.
For ST low res color add lines

```
SETPC RANDOM 16
PENUP
```

after fifth line in TO IMAGE procedure.

For ST medium res color add lines

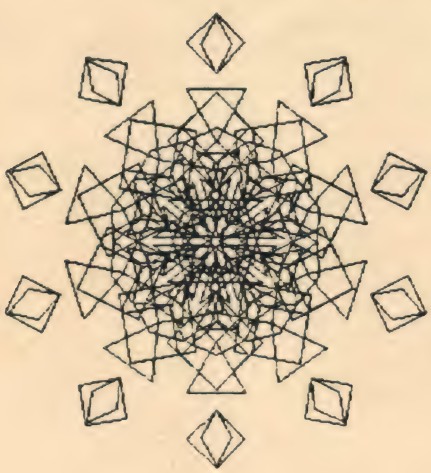
```
SETPC RANDOM 4
PENUP
```

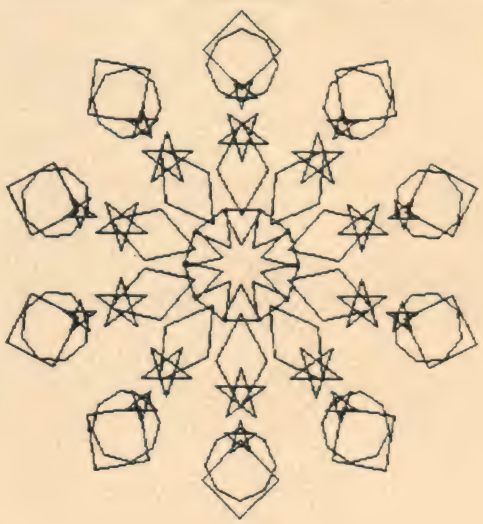
after fifth line in TO IMAGE procedure.

Kaleidoscope examples

Desk File Run Edit Settings

GRAPHICS DISPLAY





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Magazine Librarian: Dan Crevier 682-4372

THE BEAST BBS: Mark McNutt 965-5709

All are welcome to log on!

Newsletter Editor: Conrad Weiler 962-3555

Address Correspondence and Exchanges to:

SBACE
P.O. Box 3678
Santa Barbara, CA
93130

*** Next General Meeting ***

Tuesday - August 11th - 7:30 pm

Glendale Federal - State at Hitchcock

AGENDA

* Nominations for New Officers
* Disk of the Month
* MIDI scoring program demo
* Free software drawing

Newsletter,
August, 1987

QUAD CITIES ATARI SAFARI

Independent Users Group

President	Phil Vernon
Vice President	Will Flesch
Secretary/Newsletter Editor	?????
Treasurer	Dan Spahn
Librarian	Bill Halse
B B S Sys-Op (309) 792-3768	Mike Halse

MEETINGS

Unless otherwise specified, the Q.C. ATARI COMPUTER CLUB's regular meetings are held on the first Monday of each month at 7:00 PM. The location is the Moline Public Library.

MEMBERSHIP DUES

1. Membership dues are $10.00 per year, per family.
2. Dues are due and payable January 1st each year. Members will be listed as delinquent and not in good standing if dues are not paid on or before February's meeting.
3. The initial dues paied by a new member shall cover the current year in which the dues are paid. Dues paid in December will be credited for the following calender year.
4. Dues shall be paid to either the Secretary or the Treasurer.

OFFERINGS TO CLUB MEMBERS

1. Numerous public domain programs. Games, utilities, educational, graphics, sound and typed-in programs from A.N.A.L.O.G., ANTIC and COMPUTE magazines. The programs are on disks. The cost is $2.00 (both sides) using your disk or, $3.00 (both sides) using a club supplied disk. If you are interested, contact the club's Librarian.

2. ATARI TECHINICAL REFERENCE NOTES. This includes the Operating System User's Manual (273 pages), the Operating System Source Listing (153 pages) and the Hardware Manual (111 Pages).

3. De Re ATARI (a guide to effective programming (238 pages)).

4. ST BASIC SOURCEBOOK

5. A BASIC GUIDE TO STRUCTURED PROGRAMMING

6. RAINY DAY ACTIVITIES FOR THE ATARI

7. ATARI BASIC

8. SURVIVAL ON PLANET X WITH THE ATARI HOME COMPUTER

9. FREE SOFTWARE FOR YOUR ATARI (Book)

10. INTRODUCTION TO INFORMATION PROCESSING

11. LOGO LANGUAGE (2 Books)

12. Books by COMPUTE Magazine:
    - 1st Book of Atari
    - 2nd Book of Atari
    - 3rd Book of Atari
    - 1st Book of Atari Graphics
    - 2nd Book of Atari Graphics
    - 1st Book of M/L for Beginners
    - Inside Atari DOS
    - Mapping the Atari
13. SAMS Computerfacts for: Atari 800
    Atari 800XL
14. Access to other Atari User Group's newsletters.
15. Our very own ATARI SAFARI Newsletter.
16. The right to vote on club business.
17. Special access to the club's Bulletin Board Service (24 hours a day, 7 days a week). Mike Halse-Sys-Op Silvis,IL (309) 792-3768.
18. Atari 810 Disk Drive Field Service Manual (new this month thanks to Joe Schmitt).

OFFICERS

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5112 N. Fairmont #12
Davenport, IA 52806
(319) 391-6545

Vice President.....Will Flesch
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(pending Aug. meeting) Port Byron, IL 61275
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(pending Aug. meeting)

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Librarian.....Bill Halse
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J.A.C.G.	8 CRESENT ROAD	PINE BROOK,	NJ	07058	
M.A.C.E.	P.O. BOX 2785	SOUTHFIELD,	MI	48037	
P.A.C.E.	P.O. BOX 32	WASHINGTON,	IL	61571	
P.A.C.E. WORLD	P.O. BOX 7628	HAMPTON,	VA	23666	
PITTSBURGH ATARI	P.O. BOX 13435	PITTSBURG,	PA	15243	
THE POKEY PRESS	605 S.W. 1ST COURT	BOYNTON BEACH,	FL	33435	(305) 278-9865

HIGHLIGHTS OF JULY'S MEETING

The meeting was called to order by the Presidest at 7:00. First order of business was the financial report given by Dan Spahn. The clubs balance at the end of June was $559.69. Then financial report was approved as read.

OLD BUSINESS

NONE

NEW BUSINESS

Considerable discussion ensued reguarding the fact that all members present had not received a copy of the last two (June & July) Newsletters. Les Bomar, Newsletter Editor was not present for comment and, it was recomended by those present that he step down as Newsletter Editor. Will Flesch (current Vice President) volunteered to get out August's Newsletter and to continue to publish the Newsletter for the balance of this year's term resinging as Vice President. This recommendation was unanimously approved and formal voting will be accomplished at August's meeting.

Mr. Orville Reeves received and accepted the nomination to fill the vacancy of Vice President for the balance of this year. Additional nominations and voting will be accomplished at August's meeting.

Due to the fact that last month's Newsletter did not get out informing the members of this month's "Swap Meet", it was not very successful.it was recommended the Swap Meet be repeated as the theme for August's meeting. So, bring all those goodies you no longer have need for or just don't want any more.

The following is a list of themes for the balance of this year:

August: Swap Meet

September: Demo of Reeves Back-Up and Master & Reeves News Station by Robert Banse. (Bill Halse will supply the club's computer, Dan Spahn will bring a monitor and a 1050 disk drive and Pat Gregan will supply a printer and interface)

October: A collection of simple printer programs by Robert Cowart.

November: Nominations for club officers and John Reuter will demonstrate B-Graph.

December: Election of club officers.

It was recommended that the club establish a permanent mailing address. Bill Halse volunteered to use his home address for that purpose as he feels he will be a club member and be around for a long time to come. A motion was made, seconded and carried. All parties receiving any mail addressed to the club should contact the sender and inform them of the address change.

A motion was made, seconded and carried to adjourn the business portion of the meeting.

A swap-meet of sorts followed the business meeting.

UPDATE

In a continuing effort to keep you informed...the club recently purchased an Atari 800XL (with 256K Up-Grade) and will purchase Revision C of Basic.

EDITORIAL COMMENT

Even though there was much discussion at last month's meeting reguarding the Newsletter, when it came time for solutions it seemed the volunteers were few and far between. The Newsletter Editor's job is a tough one and he needs the support of each and every member to make it a successful endeavor. Let's stop complaning and start contributing. The club's success depends on it's members willingness to participate. Remember that fact when the nominations and subsiquent elections come up in the future.

NEXT MEETING

Our next meeting will be held at the Moline Public Library on August 3, 1987 at 7:00 PM

FINAL NOTE

Enclosed you will find what I think is a complete list of our membership. If you detect any errors in this list, please let me know as soon as possiable so I can up-date my files.

QUAD CITIES
ATARI COMPUTER CLUB
1503- 11TH STREET
SILVIS, ILLINOIS 61282

ROCK ISLAND, ILL
PM
JUL 22
1987

J.A.C.G.
8 CRESENT ROAD
PINE BROOK, NJ 07058

Volume 5
Issue 10

The newsletter
STILL rocks
AND rolls

August 1987

Huntsville Atari™ Users Group

Nestled
In The
HEART OF DIXIE
And The
Beautiful
Tennessee Valley

An Independent Users Group Not Connected With ATARI, Corp.

FROM YOUR EDITOR.....

I am starting on my fourth year as newsletter editor with this edition. Time does fly! I don't count last July, as Lamarr was still listed as editor on the July 84 issue and I only helped(?). I bought my first computer in Feb of 83, an Atari 800. I was thinking about buying an Apple II plus because that is what I was programing and using at work at the time. Thank goodness I was talked into Atari. There are several at work that got Apple II's for that same reason and all agree they are sorry they did.

It is still six months away, but it is not to early to start making plans for the 1988 IEEE Computer Faire. This year we should have four tables. We will need the full line of Atari equipment and "DEMO PROGRAMS" for both 8-bit and STs. We will also need people to man the tables on both Friday and Saturday. We had the best user group turnout of all systems last year, so lets do even better this year.

I will say it again! I need 8-bit inputs to the news letter. Otherwise it is going to stay heavy on ST items. I use my ST most of the time now, so my own interest in the 8-bits is low.

Per the June 27 TV Computer Cronicals and ZMAG58: Commodore is having lots more troubles. The PC clones are not selling at all, and Commodore now has a suit against Rattigen (ex CEO) for $15 MIL as he was the one who brought the clones to the US and Commodore claims the clones have lost them $5 MIL in profits.

If you get a chance, take a look at the August Compute!, 12 pages on the CES and COMDEX. Excellent coverage of everything. If someone tells you that the new XF 551, tri density, double sided (in double density) 8-bit disk drive, will load 2.9 times faster then the 1050, don't believe them. Atari says it is rated 50% faster with ADOS, which is still within the 19.2K baud of the serial port. The new drive has the same drive UNIT as the new Atari PC clones and the drive UNIT can read 2.9 times or more faster. If it were possible to exceed the bus speed with a drive mod, I am sure Atari would have done it. At one time they were trying to get 31K baud out of the serial port, but could not do it. With a possible parallel port adapter (see a following article), the XF 551 would really be a hot drive. If such a device would do full track buffering, you would have the same read speed as the ST. The 18 sectors at 256 bytes per sector double density, is the same as the 9 sectors at 512 bytes per sector as the ST.

If the new ROMs Atari is making available to developers are the same as what are in the MEGA STs and with the blitters, a lot of people may be in for a disappointment. They seem to be less then 100% compatible. The GFA compiled game STONEAGE and the later version will not run on either the new OS or old disk OS. (And this is the ONLY game for the ST that I like. When I swapped mother boards with a developer to get 1 meg, I also ended up with his new roms. He wanted my unmodified board so he could do an easy upgrade to several meg and did not want the new roms until the blitter is available.) The old disk operating system is not the answer as it is not 100% compatible with some newer programs. Looks like Atari may have to come out with a translator disk for the ST to help users who have programs that were written making calls to memory locations that Atari told developers not to use. The same type of problem exists with the newest double density disk drives. They will not read tracks 81 and 82. Therefore, some copy protected disks will not run on them.

The IBM emulator, PC-DITTO is top notch. Per reports in other newsletters and local reports, it will run everything tried but BasicA and Jet. It rates at 30% cpu speed of the 4.77 megHz IBM. Slow, but then for $90 you are not going to get a full color $900 IBM clone.

SKELETON KEY is out there and coming. It is a partial solution for hard disk owners. It simply deprotects the disk, then you can place it on the hard drive. It reportly can only do about 80% at present. ST HAPPY is a cartridge that fits into the ST cart slot and will let you to make a mirror image of any disk you put into your ST drive, whether the drive is 3.5 of a 5.25 modified. Or in other words, your ST drive will be able to read and write any format, any size, any computer, and almost any program! Would that make you happy? Manhattan Graphics of NYC is porting Machintosh's hottest desktop program, READY, SET, GO!, to the ST in mid-september ..... W*ACE, July 87 by Marilyn Merica.

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A: On the business side things are great. We just announced a 2-for-1 stock split, effective next week. New TV commercials have been produced for the ST (yay!) and the video games. We are also working on campaigns to support MIDI music and desktop publishing.

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HAPPY IBM FILE CONVERTER

Bill Aycock

ZMAG59

Still looking for a way to transfer files between your Atari and your IBM machine? If you have a Happy-enhanced 1050 disk drive, you're in luck!

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After a very brief test, I can say that this feature works! The steps are pretty simple:

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2. Copy the IBM files onto this disk.

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That's it! Swap disks as directed, and the file you choose is copied from IBM format to Atari format. Going from Atari to IBM works much the same way. This should work for any kind of file, but is most useful for text files. Or, you could download Atari programs on an IBM, then transfer them to an Atari disk to run them.

As I said, my test was very brief. I'll do some more testing later and try to time how fast the program runs. If you have any questions, let me know!

QUBIE'S MODEL MODEM

ZMAG60 By:Alan Roseman

QUBIE' SUPER MODEM 1200 EXTERNAL, FROM QUBIE, 507 Calle San Pablo, Camarillo, Ca. 93010, 800-821-4479. Delivered Price $99.00

The QUBIE' SUPER 1200E is a standard size external modem (5"x9"), it's outer case is made of steel in a painted finish. It's face is a contrasting dark brown. The face of the QUBIE' SUPER 1200E displays a full array of informational LED's. HS-high speed, AA-auto answer, CD-carrier detected, OH-off hook, RD-receive data, SD-send data, TR-terminal ready, MR-modem ready. Immediately left of the LED's is a small slide open compartment which houses the 8 DIP switches making for easy access.

The rear of the QUBIE' SUPER 1200E offers you access to it's RS-232C port, an on off switch, speaker volume control, telephone and power input.

As you can probably tell from the description the QUBIE' SUPER 1200E is a very well equipped package. It has all the features we have come to appreciate in a top quality modem. Did I mention yet that it auto switches from 1200 to 300 baud on connect if necessary? Well it does that too.

The QUBIE' SUPER 1200E accepts all standard HAYES commands, I have used it on all local BBS's as well as the major pay to connect information services. It has performed in an error free fashion in every case.

The documentation is complete and easy to understand even for the novice. The QUBIE' SUPER 1200E comes as a bundled package with IBM software "PC TALK" making it a real bargain for big blue fans.

Delivery which is via UPS is free and takes appx. six days. For about six dollars they will ship express which cuts delivery to about three days.

You probably haven't heard of the QUBIE' Co. Well neither had I. I was put on to them by a friend who told me that QUBIE' doesn't advertise in the ATARI mags. They seem to stick with the PC related publications. That, I'm afraid, is a loss for both us and the QUBIE' Co.

When I ordered my modem I made a point of telling the salesperson that out in the world are may varied micro users, they would only help their own cause by addressing a wider selection of us.

When you are writing a product review and begin to sound like a shill for the product in question it sends out a clear message. This is a product which defies you to find fault. Whether you look at the price $99.00, or the product integrity.

I give QUBIE' SUPER 1200E my highest recommendation. This is an opportunity for computer users to get the best of both worlds. A great product at a great price.

CONVERT DATA STATEMENTS TO STRINGS

By Levin Soule' - May 86 HAUG NL

This is a demo of a simple way to convert DATA statements to a string. Where it can be used, it will save memory, program startup time and speed loading. When run, it will create line 32000. To make that line a part of the program, just move the cursor over that line and press RETURN. Now list the program, and you will have made the DATA statements into a string. If you have over 100 DATA statements to read you will have to make two or more strings, using several lines, and have your program put the strings together into one long string. You will have to select your own line numbers and set the size of the FOR NEXT loop to suit your needs. You could use it as is and change the line numbers and variable names after each run. Forced screen reading can be used, but this way is about as simple to use as there is. Also, remember that you will have less lines to delete from your program if you keep it short. If you use it several times in a row, don't forget to delete the DIM statement after the first RUN or GOTO, and also use GOTO 30000 for all following uses. CHR$(34) must be used as shown, as a " can't be part of a string, but must be present when the line is printed to the screen. Try it. You'll like it! However, if your code contains a 34, you got a problem. It's not hard to correct. Just replace the number 34 with an easy to spot, unused number. Then locate it's position(s) in the string and use A$(??,??)=CHR$(34) as a line(s) in your program to make the correction(s) while you are putting the string(s) together.

```
30000 REM LIST"D:STRINGER.LST"
30010 DIM A$(119):TRAP 30050:
      GRAPHICS 0:RESTORE 30050
30020 A$ = "32000" :A$(6) = "A$="
      :A$(9)= CHR$(34) :FOR X=1 TO 100
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      :A$(9)= CHR$(34) :FOR X=1 TO 100
```

```
30030 READ A:IF (A>26)*(A<32)+(A>124)*
      (A<128)+(A>155)*(A<160)+(A>252)
      THEN A$(LEN(A$)+1)=CHR$(27)
30035 REM see Apr 86 NL for comments
      on how the logical operators in
      line 30030 work.
30040 A$(LEN(A$)+1)=CHR$(A):NEXT X
30050 A$(LEN(A$)+1)=CHR$(34):POSITION
      2,10:? A$:? :END
30060 DATA 104,104,104,10,10,10,10,1
      70,169,7,157,66,3,104,157,69,3
      ,104,157,68,3,104,157,73,3
30070 DATA 104,157,72,3,32,86,228,13
      2,212,160,0,132,213,96
```

There are several code numbers that will not print to the screen without being preceded by ESCAPE. They are 27, 28, 29, 30, 31, 125, 126, 127, 156, 157, 158, 159, 253, 254, and 255. Therefore you must add 27, before every one of these numbers to get it to screen print correctly. The added 27s will not be in the code printed to the screen. I used this procedure to produce the line of code for the following programs. Works like a charm!

DATA RETRIEVAL BY USR CALL
By Levin Soule' - May 86 HAUG NL

The above DATA is the code from the November 1983 COMPUTE!, for a fast load routine that can be used to save a block of memory, such as a GRAPHICS 0 screen, or load a block of memory. To save to disk A$(10,10) must = 11. To read from a disk A$(10,10) must be = 7, as shown in line 30060 above.

```
0  REM This saves a screen.
10 DIM A$(39):GOSUB 32000
20 OPEN #1,8,0,"D:GR0.DAT":A$(10,10)=
   CHR$(11)
30 START=PEEK(88)+256*PEEK(89)
40 Y=USR(ADR(A$),1,START,40*24)
50 CLOSE #1: IF Y<>1 THEN PRINT "ERROR
   ";Y
60 END
32000 A$=(A$ created by STRINGER.LST)
32010 RETURN
```

```
0  REM This loads a screen.
10 DIM A$(39):GOSUB 32000
20 OPEN #1,4,0,"D:GR0.DAT":A$(10,10)=
   CHR$(7)
30 START=PEEK(88)+256*PEEK(89)
40 Y=USR(ADR(A$),1,START,40*24)
50 CLOSE #1:END
32000 A$=(A$ created by STRINGER.LST)
32010 RETURN
```

The USR call is as follows:
Y=USR(ADR(A$),CHANNEL,ADR(FILE$),LEN(FILE$))

For more information on the operation of this routine, go to the library and check page 298 of the November 1983 COMPUTE! Within limits, (remember ESCAPE) the following demo program will load any text file, print it to the screen and tell you how many bytes long it was. You can make FSIZE any size you want. To make it write to disk, change FAST$(10,10) to 11, the 4 in line 40 to 8, READ in line 30 to WRITE, FSIZE to the length of A$, and delete lines 60 through 100. Add line 60 END. The code will save A$ to disk.

```
0  REM SAVE"D:RETRIEVE.BAS
10 GRAPHICS 0:FSIZE=10000:DIM FAST$
   (39),A$(FSIZE),FNAME$(15),FILE$(12)
20 A$(1)="*":A$(FSIZE)="*":A$(2)=A$
   :Z=0:GOSUB 30000
30 ? "NAME OF FILE TO READ";:INPUT
   FILE$:FNAME$="D:":FNAME$(3)=FILE$
40 OPEN #1,4,0,FNAME$:TRAP 60
50 Y=USR(ADR(FAST$),1,ADR(A$),FSIZE)
60 Z=PEEK(40)+256*PEEK(41):REM Z is
   the file length.
70 A$(Z)=A$(Z,Z)
80 IF Y=136 THEN ? A$:? "END OF FILE"
   :? Z;" BYTES":END
90 IF Y=1 THEN ? A$:? "RETURNING TO
   GET REMAINDER OF FILE":GOTO 50
100 ? "DISK I/O ERROR #";Y:END
30000 RESTORE 30001:FOR I=1 TO 39:READ
      A:FAST$(LEN(FAST$)+1)=CHR$(A)
      :NEXT I:RETURN
30001 DATA 104,104,104,10,10,10,10,170
      ,169,7,157,66,3,104,157,69,3,104
      ,157,68,3,104,157,73,3
30002 DATA 104,157,72,3,32,86,228,132
      ,212,160,0,132,213,96
```

You could replace lines 30000, 30001, 30002 with a FAST$ line created by using STRINGER.LST as was done before. This last routine could be used to print a long instruction file to the screen, yet take less memory then one screen requires. You would have to make the file with a wordprocessor and have your program call it using the above routine. You would have to change FSIZE to a number that would fit the screen and add a dummy INPUT statement before each read, ie., in line 90 just before the GOTO 50. You would also want to change the statement about getting the rest of the file to "PRESS RETURN TO CONTINUE". I used this to read a text file and it works great. Another use would be to provide instructions for a program whenever the HELP key is pressed, without using program memory. It should also be able to load graphics screens. However, I am sure changes would be needed. Have not tried that.

CONSTITUTION AND BY-LAWS
of the
HUNTSVILLE ATARI USERS GROUP
HUNTSVILLE, ALABAMA

ARTICLE III -- MEMBERSHIP

Section 2(2). Dues shall be paid annually, the amount to be recommended by the Board of Directors and voted on by the membership at the December meeting. The amount to be paid shall be due on January first, and prorated dues may be set by the Board of Directors for a part of the year.

Change to:

Section 2(2). Dues shall be paid annually. The Board of Directors may recommend a change in the ammount of dues, which recommendation is to be published in the club's newsletter and voted upon at the next General Meeting by the membership, after publication. Said change in dues will become effictive immediately upon receiving a majority vote of those members present.

MORE ON Discache
by Levin Soule'

I have now learned how to get STWRITER to work with Discache!!! It does speed things up a good bit (like 200 or more times under some conditions!). I left the MEDRZ2.PRG in the Auto folder, then added STSHELL.PRG from the December 86 COMPUTE!'s Atari ST to the AUTO folder. All other files were removed. I put the the AUTOLOG.BAT, SP33K.TTP printer spooler, STWRITER.PRG and the CACHE.TTP files in the main directory. The first AUTOLOG.BAT file I used loads a 63K printer spooler (33K is default), creates a 100K cache for drive A and loads STWRITER.PRG is as follows:

```
CLS
plot 12 30
ECHO LOADING SPOOLER
A:\SP33K.TTP 63
CLS
plot 12 31
ECHO LOADING CACHE
```

```
A:\CACHE.TTP 100 A
CLS
plot 12 29
ECHO LOADING STWRITER
A:\STWRITER.PRG
```

It works like a charm! The Amgem Inc./Discache people need to put these kinds of examples in their instruction book or on the disk. A person new to computing could have a bit of trouble setting up Discache with some programs. I have several years of use and programing behind me and had some trouble at first. However, the instructions are very easy to follow once you get the hang of what is going on.

If you replace the commands to load STWRITER with EXIT you will go to the desk top. In this way it should work with other programs. If you are using the STARTGEM.PRG, place it in place of A:\STWRITER.PRG and add the needed .INF file to the main directory. However, Discache still goes not write through to the disk as it should with any of my random access database programs. I did find that when I do a lot of record changing, it does start to write through after several records have been edited. Too me, not writing through after every record save, as it does without the cache, is a bug. Correct this one bug and include on the disk a lot of example setup files for the most popular productivity programs and Discache would be a highly useful, easy to setup program.

Discache really adds some nice features to STWRITER. I can still backup save my STWRITER files by just changing disks before each save and Discache detects the change as it should and writes the file correctly to the new disk. WARNING!!! When you switch disks, the cache for that drive is cleaned out!!! It would be better to use a disk in a second drive. If you want the cache to work on the B drive, you also have to set up a separate cache for that drive. The cache also gives a GREAT speed-up to reading the directory after the first read. And the first read is also a lot faster if you are using a disk with a lot of files, like 30 or more. A test bare drive FIRST index read of 71 files took 77 seconds. With the cache it was only 18 seconds! It is not claimed to work that way, but it does. The name of the 71st file reads in just as fast as the 1st file name. It seems to do a form of directory input buffering. Think of what that could do for a hard disk! It might even help speedup a BBS. With a large cache active, I can load and modify several files, and then go back and reload or merge them in a flash. This would be a great help when you were extracting several parts from one or more files to merge into other files. It is almost like having a wordprocessor with many files in memory at the same time. If for some reason I need to QUIT STWRITER and return, the reload of STWRITER takes under a second. With a meg of ram, I use a cache of 500K.

With a large cache, I can access a program in the second drive, run it, and then return to STWRITER in a flash. However, there are limits as to just how far you can go with this.

Discache also works great with THUNDER. There is no noticeable change on the first run through, but it then makes checking for errors missed or overlooked on your first run VERY fast and easy. I hit the ignore key too fast at times and I can't go back. The problem last month was my not understanding what the documentation was saying and just what was going on when running it with THUNDER.

I used the cache to help print a new copy of the ballet's mailing list of 2807 records (a 375K file for 3000 records). Total continuous disk run time was reduced to 9 minutes from a non-cache continuous run time of 1 hour 35 minutes (the time it takes to load, sort and print the file on an old Genini-10). Now that I have a meg of RAM, I did the same thing with less then two minutes of disk run time TOTAL by revising the program and using a *ramdisk*, but with Discache I don't have to revise. However, I am going to stay with the old cache version for file safety reasons. The more I use it the more I like it, even with its one bug! And I bet that will turn out to be only a line or two of code that needs changing.

I can now say that Discache is WELL worth buying. It is also an outstanding reason to upgrade to a meg of RAM or more.

(While working on this newsletter on the 15 July, I received a call from Amgem, Inc. to discuss my Discache comments in the last newsletter about the bug. It is going to be looked at, as the man said Discache should have written though to the disk after every changed record save. He was also very interested in how it improved the performance of STwriter and more then surprised with the 100% speedup in writing to the disk I got. He is going to be even more surprised at the FIRST read speedup in index reading I get with STwriter (77 down to 18 sec for 71 files!). That is not claimed to happen. They do not turn off write verify. They are working on Discache Plus, but don't let that slow you in buying it now.)

ZMAGAZINE JUNE 22, 1987 ISSUE 58

HARDWARE UPDATE

By:Ed Chop

Did you know that Atari made two 1050 drives? The newer drives are Tandom drives and the older drives are WST (World Storage Technologies). It seems that the WST drives are quieter and more reliable, but the belts are more expensive. The WST drives are generally not marked as to manufacturer, but they have NOVACON motors.

What about these cheap SD drives you see advertised in Computer Shopper all the time? Can you use them on your Atari? Well .... yes .... and no. You can't use them without modifying the drive or your computer.

By adding a microprocessor and interface circuits to the drive you could probably get it to work with your Atari just like a 1050. But an easier way may be to take the mechanical drive assembly from the cheap drive and wire it to the 1050 electronics. And why go through all this trouble? Because the cheap drive that you want to buy should be gear-driven. They are MUCH quieter and reliable. According to Bob Wooley, from the Compuserve Atari Sig Community, the drive must be one that draws less power than the original. Bob says that you may burn up your driver transistors, although he hasn't tried it himself, yet.

Another way would be to add a PIO to your computer. That's a parallel I/O adapter. Mmmmmmmm....sounds interesting, huh? Well it seems our friend Bob Wooley is working on such a project. The PIO board will plug into the PIO port in the XL with a 24" cable. The information for building the PIO will be available on the Atari Sig when he has it completed. By adding the proper controller chip to the PIO, you can run the new drive with your Atari. But Bob has a better idea. How about a parallel 1050 drive that can load a disk in 10 seconds? Got your attention, huh? Well, he has an interface card planned that will plug into the PIO to run your 1050. That, too, will be available on the Atari Sig. We'll be looking forward to that hardware project.

What's Atari doing to enhance their drives? Well, to start with, Bill Wilkinson is working on a new DOS called A-DOS. Although originally planned for the promised 3.5 inch disk, now scrapped, A-DOS is being designed for a new DD 5.25" drive from Atari

CAVEAT EMPTOR... Yet Again!

by Hank Lay

Beware of START "magazine"!

I'm one of many who invested too much money, time and brain energy in my Atari 8-bit collection(s) to throw it all away when the ST series came along. My kids grew up with access to the stuff and only wanted to play games, so I can't even give them any of the real goodies! I didn't want to be left behind by the ST, though, especially when (silly me) I thought I could build a business and help HAUG members by selling ATARI goods at competitive discount prices.

Therefore, I elected to personally support both 8-bit and ST lines as long as I could. Of course, this meant double the time, effort, and space for collections of whatever "support" came along. I quickly found that:

(1) More than double was available, and

(2) I simply couldn't afford the time, effort, space, and money for twice the books and magazines, especially those that split their Atari coverage into two separate issues.

I recognize that one magazine can have trouble trying to cover too many machines (that's what ruined COMPUTE!, in my opinion) but one Atari mag with both 8-bit and ST sections a la A.N.A.L.O.G. seems to be doing OK, so I didn't run out and subscribe to all of the new ST stuff when it came out.

I especially can't afford to subscribe to the disk versions of all these magazines, even though they do save time. There's just so much in the kitty. My dealership used to make the hobby almost self-sufficient, but no more, since Atari continues to stick it to us small dealers, despite their promises to the contrary. Even if I could find the money for disk versions, I don't have enough time to make use (ie. justify the expense) of the materiel in them. If I really need something in a magazine, I can read the article and then either make time to type in the software or wait several months until it becomes available in the club library Note the precedent: it has become common practice to print type-able code in the issue in question, except for certain "bonus" programs for disk subscribers only that are mouth-wateringly described for the rest of us (a dastardly practice, in my view).

Despite my misgivings, I do pick up an ST-only magazine at a newsstand now and then. I've noticed in the past year or so that some have only been available with disk, and have quickly ignored them due to the price. Last week I spotted START from ANTIC in a non-disk version for the first time Even though it was the most expensive non-disk mag on the shelf, a look at the Contents page convinced me to give it a try What a mistake! This one is a real rip-off, as it is of no use without the disk There's no indication of this up-front, it looks much like other mags. In view of the aforementioned precedent, I feel it's a misleading trap I may have seen an ad describing START as a disk-only publication in the past, but as I said, such things are soon forgotten. In the fine print, this issue of START is billed as a "service" to those who want to read first and get the disk later! Come on, fellas, gimmie a break! What else can you call it but an elaborate ad for the disk, which incidentally costs $2 more than if you bought the $15 disk version at the newsstand in the first place! How can ANTIC justify an extra $2 for "shipping and handling"; the merchant doesn't add anything to the cover price, and he still makes a profit, then ANTIC makes HIS profit plus their own when they sell the disk later by mail I'll tell you how by getting away with it! Everybody knows that "shipping and handling" is often a thinly disguised rip-off, but here's ANTIC eliminating one or more levels of distribution and profit sharing and wanting even more money. They've learned in the past few years that there is real money to be had in mail order software; look at how much of a $4 8-bit/ST issue is devoted to advertising their own sales

Years ago in model railroading I learned a truth that seems to hold for most any endeavor: as long as it is within his means, a novice will pick up anything he can get his hands on, out of the fear of missing-out on something important to his understanding or enjoyment of the activity Most of us, me too, are novices in computing, which accounts for the enormous proliferation of computing books and magazines. It seems there will always be someone to take undue advantage of the novice's "needs". I feel it's bad enough for these publishers to want to double their sales at our expense, but it adds insult to injury to feed on our gullibility with products that one can only use by spending over 3 times more!

I've made no attempt to judge the actual value of a disk issue of START. The material may well be worth the $15 (or $17) it costs, or even much more for some people/purposes. My objection is to the way it's marketed. In the marketplace with which we are all familiar, magazine buying is quite different from software buying. Mags are a potpourri of varied subjects, while a person typically buys a piece of software for a specific purpose (and for a higher price). Some computer mag publishers seem to be blurring this distinction on purpose to increase sales. In my view, if $15 a crack is the only way I can get some of this useful material, then START should be honest and admit that the "magazine" is only a shill for selling their real product; go monthly and change the title to "Software-of-the-Month Club" at $120 to $180 a year (INCLUDING "Shipping and Handling"). In any case, they should get rid of the phony "service" of selling a $4 copy of START as though it were a useful item by itself.

Atari Amateur Radio Interaction

by Ed Glambotski

From SLO-POKES

The question often comes up: what else can we do with our Atari computer besides games? Perhaps we pose that question in an attempt to justify having a home computer. On the other hand, it may be a continuing challenge and excuse to play with these expensive toys Regardless of the personal drive, Packet Radio is another fun utility for the computer. What is Packet Radio, you ask? Well, let me lay it on you

Packet Radio is a utility whereby the computer interacts with an amateur radio transceiver Don't stop reading because you are not a Ham radio operator, because this is technolically interesting in the work a computer does for you when thus programmed. Packet Radio is a fancy form of radio-teletype It requires your Atari computer, a packet control unit (called TNC, and commercially available at a number of third party companies), and an amateur transceiver A disk drive and a Printer are helpful, but not essential. Packet Radio gets its name from the fact that each transmission consists of a "packet" of digital data, including call signs of the originating station, the destination station, and any relaying stations in between.

There's virtually no interference. When you're connected with someone, your TNC will recognize and interpret only those packets addressed to you You'll hear the others going by, but nothing will show on your screen. Since each packet is a brief burst, there's room in between your packets for the packets of other stations So, one frequency can support several messages simultaneously (time sharing) The TNC will also ignore any packet that doesn't "add up right". Part of the coding in each packet is a "checksum" that your computer reads If the packet is garbled in any way the checksum will be wrong and your TNC will refuse it Okay, now what do we do this lashup for?

All this adds up to a system for message transfer virtually error free for at least the following tasks:

*Packet Bulletin Board Systems of any distance, leaving out Ma Bell(and her tab).

*Electronic Mail - sent/received - during these activities, you need not be at the station at the time of transmission Emergency traffic (fire, earthquake, etc) information can be sent error free.

*Up/downloading computer programs

In Summary, I might say the user can transfer information between stations without the need of the telephone system (twisted pair) at a baud rate of 9600

Amateurs are using this means internationally now, and it is just a matter of time before CB Radio users take off with it also (ED HAUG Sounds interesting Now all I have to do is save up about $300 for the TNC, talk the wife into letting me put up an antenna again, fix the receiver, fire up the old 100 watter and see what this is all about! I knew there was some reason to keep my license active Lets see, the summer of '89 should be about right)

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M E E T I N G
7:00 P.M.
Thursday, August 20th

SU	MO	TU	WE	TH	FR	SA
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31					

AT
UNIVERSAL DATA
SYSTEMS

520ST/1040ST SIG
7:00 P.M.
Thursday, August 27th
AT
ABAX DATA SYSTEMS

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(Record 133) Thru Dec 1987
(E)J.A.C.G Newsletter
8 Crescent Road
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DACE

DIABLO VALLEY ATARI COMPUTER ENTHUSIASTS NEWSLETTER

AUGUST 1987

RETURN ADDRESS
DACE
3602 DUMBARTON ST.
CONCORD, CA 94519

OAKLAND, CA JUL 31 PM 1987

To :

J.A.C.G.
8 CRESCENT RD
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MEETING SCHEDULE

The next three meetings of **DACE** will be held at the **Contra Costa Water Building** located at **1131 Concord Ave.** in Concord.

Thursday - Aug 5th - 7PM
Thursday - Sept 3rd - 7PM
Thursday - Oct 1st - 7PM

August Meeting Topic

ST software demos. 8-bit and ST Disk of the Month. Software raffle for 8-bit and ST...and Much Much MORE

MARK MY WORDS

by
Mark Hannan

Chess has fascinated me since I learned it about 25 years ago. I do not get the opportunity to play it very much, usually because of lack of partners, and time, but I enjoy the game very much. I bought a dedicated chess computer, when they first came out, but I was very disappointed in its play.

When I bought my Atari 800 computer I did a extensive search for chess programs. I personally like lots of gadgets, and features on anything I buy, so I settled on Odesta Chess 7.0 by Larry Atkin. This program had the most features on any program I could find.

I have been playing with a 16-bit public domain chess program called Krabat. I couldn't believe how tough it was. I never thought of public domain stuff as quite as good as store-bought stuff (or they would be selling it, right?) I zipped through the first 3 games, not really trying very hard (its just a public domain game after all). Well, after it beat me those first three games, I said to myself, HEY, what is going on here? This isn't supposed to be happening! I then buckled down and could beat it, but I had to really try!

A few moths back our club was buying some software to raffle off. I saw an add saying that a program, called Chessmaster 2000, was "The Finest Chess Program in the World". With my enjoyment of chess, I suggested we get this program to test and raffle. Along with other software, our club purchased Chessmaster 2000 for the 8-bit Atari.

I then saw an add for Szabo Software's Techmate program. The add I saw listed it as "The Number One Micro-Computer Chess Program". This sure sounded like Chessmaster's same claim. I wrote to Szabo Software to see if they might want to donate a 16-bit version of TechMate to our club. They were very nice people on the phone, and sent us a copy to demo, review, and to raffle off. Over the last few months I have been playing the two 8-bit programs, and the two 16-bit chess programs, whenever I can work them into my schedule. I then played the 8-bit programs against the 16-bit programs to see how that worked out. Each program has its positive and negative points. The following are some of my observations on these programs.

Although I do not know if you can even buy the program anymore, Odesta Chess 7.0 is my favorite winner for features. Not only will it do just about everything the other programs will do, it also has several versions of "Blind Play". This allows you to have either chess pieces, or simple diamond shapes for all pieces, or no pieces at all show up on either or both sides. This will allow you learn and practice trying to do chess "in your head!" This is beyond me, but I think this is a neat feature for someone who could do it. Odesta Chess 7.0 also has a 10 minute demo that takes you through all phases, and capabilities of the program. It also comes with a 64 page book with chess rules and explanations of all parts of the program.

The disadvantages of Chess 7.0 is that it is in only black and white. I guess they used all the memory for the game, and none for fancy colors. But chess really doesn't need more than 2 colors, so I guess that is not such a bad thing. The program also uses either the keyboard, or a "paddle" instead of a joystick (for changing features, etc.). After using it for a while, the paddle was the fastest to use on the features, but slow to move to the pieces.

The 8-bit version of Chessmaster 2000 plays an excellent game, and has lots of features. I did find that they were a little harder to use, and sometimes they would refuse to work for me. You coan use coordinates or the joystick to move the features, but it seemed to move a little rough to me. The display was very colorful, but very rough on the 8-bit. I saw a demo on the 16-bit version and the display was very nice on that. I understand that the 16-bit version uses the mouse, and I thought I remembered reading somewhere that it has digitized voice making comments as you play. That might be kind of interesting.

Chessmaster does have a 3D view that at first glance looks nice, but is a little hard to see the pieces sometimes. The 16-bit demo I saw was a lot sharper. Also, if you have a 8-bit monochrome monitor, some of the pieces are very difficult to tell apart in the 3D mode, even using the black and white mode. The program does have different kinds of displays for the pieces though (wood, metal etc.)

Techmate has beautiful graphics, and is the simplest to use, This is because it has very few features. Unfortunately this also means it has the least features and so is rather limited in what it will do. Because it is a 16-bit program, it had the potential of having drop down menus. I was very surprised it did not take advantage of this. The feature I miss the most is the Save/Load feature. You can not save a game in progress (such as when you are in the middle of the game, and its time for bed, or when the wife calls you for dinner, and will nto take no for an answer!)

With TechMate, you set clock times for length of play, and the computer divides its time up into small pieces to use each play. This has the disadvantage of not having any set times or levels, but it also has the advantage of having almost infinite number of levels. *(continued)*

MARK MY WORDS ... continued

TechMate does use the mouse making it very quick and easy to use. If you do not move the mouse when the computer makes its move, it leaves the two squares (to and from) highlighted. However, if you move the mouse, (almost a certainty if you have your hand on it) you can not see where the computer made its move.

Another drawback on TechMate is that there is no letter and number annotation next to the board. It appears that there is enough room next to the board for this, but no available option. The annotation, along with a look-up move listing, would make it a lot easier for letter chess, or recording your moves, or when you were not looking at the board, and you had your hand on the mouse, and so con not easily tell where the last piece moved was.

Krabat has the vast advantage of being a public domain game, so is essentially free! It plays a pretty tough game, has drop down menus, uses the mouse (for easy play), and has an ongoing listing of the game. The original version was in German, and most of the text is translated into English in the version I have. I also have a color version that is still in German, but this is essentially one color, not shaded colors, This is not really any improvement over the monochrome, except that you could play it if you only have a color monitor. There is a program on the disk which allows you to customize the shapes of the Krabat chess pieces. The Save feature did not seem to work on the version I had, which I thought a big disadvantage, but given the price of the program, it is a bargain.

How about the common features? Odesta Chess had 17 levels of play, Chessmaster has 19 levels, TechMate has almost unlimited number of levels, and Krabat has 9 levels (plus 5 mate levels). Odesta comes with 32 famous saved games plus 8 mate problems, and Chessmaster come with 100 saved games. TechMate and Krabat could not save or load saved games, so come with no saved games. Odesta and Chessmaster both come with a book of rules, some nice demos, and some features that would let you learn or improve on the game of chess. The two 16-bit programs did not. Chessmaster has the largest library of over 79,000 moves and openings!

So how did they do on actually playing against a human opponent (me)? All four programs played good games of chess, and were all very quick to take advantage of any mistakes you make. This can be a little demoralizing at times, but luckily there was a way to "take the move back" on all four programs. The basic way a computer plays harder, is to give it more time to consider all the options of its next move. The higher the levels, the harder it was to beat the programs, but the longer times became boring waiting for the computer to finally make its move.

Chessmaster does have a "easy" mode that does not think while on your turn. With this option off it does play faster (and harder). The big disadvantage of this mode is that the joystick takes a long time to move (like it is in slow motion). because this makes your play a lot slower, it makes playing on this mode very irritating. I hope they change this in the future, and I hope the 16-bit version of this does not have this problem.

I played one program against the other with the following results: On a 30 minute time limit per side (Odesta, Chessmaster, and Krabat- level 3) TechMate won 1 game over Odesta, Chessmaster won 2 games out of 3 over TechMate, Chessmaster won 1 game over Krabat and tied 1 game. I played one more game against Chessmaster and TechMate in Chessmaster's level 0 and let it think during TechMate's move (I set TechMate's timer to 5 minutes to be equal in playing strength) and TechMate won over Chessmaster in the longest game of any of them (71 moves each). This ties these two for overall games.

Since I did not have the time to play more matches against all the possible programs, I could not make real valid conclusions as to which programs are the hardest players. It does point out that 8-bit programs can play just as strong games (or stronger in some of the above cases) than the 16-bit programs. I think I remember reading an article once explaining this. As I remember it, it said that the 8-bit 6502 chip has been around in the chess programs, and dedicated chess computers for many, many years, and so programmers have learned to best utilize that chip's abilities. The 16-bit 68000 computer chip was said to be a relative newcomer in chess programming, and that is why the 16-bit computers do not just trounce the 8-bit computers into the ground. I believe the article I read went on to conjecture that the 16-bit computers were just scratching the surface on this, and that they were expected to get a lot stronger real soon.

Except if you are a master in chess, any of these present programs will give you a lot of enjoyment, and a good game. It all depends on what features you want in a game, and how much you can find the game for. Chess anyone?

The PUNCH LINE

If the first person who answers the phone cannot answer your question, it's a bureaucracy.

If everything seems to be going well, you have obviously overlooked something.

A poor excuse is better than no excuse at all

ARE YOU EXPERIENCED?

by

BIG Mike

We, as computer enthusiasts, have already experienced the dawn of the information age. With the addition of a relatively inexpensive peripheral to your existing computer system, a vast amount of "information" is only a telephone call away. This device is of course a modem. And without getting too technical, the term modem is an acronym for modulator and demodulator. This piece of hardware converts data to a form that can be transmitted via the telephone lines.

The modem has indeed spawned whole new industries. Compuserve, Delphi and Genie are information services that can be accessed for a hourly fee. Some banks also offer "home banking" via the modem where you can perform simple transactions such as obtaining your account balances, transfer money between your accounts and pay your bills without ever writing a check or licking a stamp. Some employers also allow their employees to "tele-comute" to work. Imagine, no rush hour traffic to put up with and working on your home computer linked via your modem to the company's computer (not to mention setting around in your underware while your doing it).

Private bulletin board systems (BBS) are now accessible in most major metropolitan areas without having to spend an arm and a leg on long distance telephone charges. PC Pursuit is a service which allows modem users unlimited phone calls on evenings and weekends for a flat fee of $25 per month. This service my not be as inexpensive for long though. The FCC is currently considering legislation that would impose a tariff on services such as PC Pursuit and Compuserve. If passed the tariffs would indeed be "passed" along to its users in the form of increased charges for access time.

If you have not been living your life as a hermit, you are already aware that DACE has established their own BBS. Dubbed the Septic Tank, it is currently running on a "Russellized" 2 Meg 520 ST with a 20.8 Meg Astra hard drive, 2 double sided ST drives, a SmarTeam 300/1200 baud modem and a monochrome monitor. All of the equipment has been donated by John. The BBS program we are using is Forem ST. While it is an "older" version of Forem, we have now obtained an upgrade so look forward to some changes soon.

Forem is a powerful program but it is not without its quirks though. 8-bit users can experience some problems with 40 column emulation as the ST is a 80 column computer and Forem will try its best to accommodate an 8-bit user. Stuffing 80 columns into 40 can at times create some word wrap problems but all in all Forem handles this quite nicely.

If you are a new user to the Septic Tank follow this procedure to apply for an account on the system. Your modem program should be set at full duplex in either 300 or 1200 baud. When connected a bunch of xxx will appear on the screen at this point hit return. The system will then again ask you to hit return, simply hit return again. You are now connected to the Tank and the logo will appear along with some welcome text.

You will now be asked for your account number or your name. If this is your first log on enter 0 (zero) new user. You will then be asked to fill out a password application, just follow the prompts and hit return after each answer. After you complete the application you will be returned to the system. Until your password is validated by the SYSOP (system operator) you will not be able to do much except read the first message base and read the bulletins. Feel free to explore the system though to get a feel as to how it works. If you get into trouble simply enter ? (question mark) at the menu prompt and you will get the main menu which is a listing of commands that the system recognizes.

If you are totally lost or just want to "chat" enter a C at the prompt and if I'm there we can carry a conversation on line. If you are an inexperienced user to the system I recommend that you turn on your capture buffer to have a hard copy later of at least the menu so you can dump it to your printer off line and study it at your leisure. A new user is allowed 15 minutes on the system but the "clock" doesn't tick while you are in chat mode.

The L option can also be used to enter a message to the sysop from a new user. When you have finished (continued)

EXPERIENCED ... (continued)

using the system enter the G command to log off. The system will ask you if you wish to save your password for future use. Enter Y at this prompt and then the system will give you a number. The number can be used to log on the next time or you can enter your name. In order to re-enter the system again you must be validated. I must physically validate you within the system and I generally do this every day to any new user. There is a 24 hour turnaround time for the system to recognize your password.

There are some other things about the system you should be made aware of. Frequent users of the control S function (stopping the scroll) will find that they will become automatically logged off if they leave the BBS "hang" in this mode for a long time (about a minute). Control Q restarts the scroll. Also if you just sit there and do nothing (like waiting at the main menu prompt) you will be logged off for inactivity. This I believe is a good feature as it keeps some dork from calling and trying to tie up the system without really using it.

Once you are validated you will be allowed to read and enter messages and upload and download programs to run on your computer. The Septic Tank is not restricted to any computer type, in fact we allow and welcome all computer users to access the system. DACE members of course receive the most access time and privileges on the system. So if you have a modem gathering dust, why not dig it out and experience the Tank. For most of you DACE members it is a local call.

For those of you that might be sceptical about modems and BBS being a useful tool, I should point out that the greater majority of the articles in the newsletter this month were uploaded to the BBS. I downloaded them (while I was vacationing in LA) and transferred them to Publishing Partner on my friend's ST here in the City of Angles. In fact, I must confess that the President's Page wasn't even written on an Atari computer this month. Written and transferred via modem on another computer to the Tank...Ahh, the wonders of computing!

Dictionary BLUES

by

Mark Withey

Atariwriter+ Dictionary Blues or a saga of trials and tribulations in corresponding with Atari Customer Relations.

It all started last December when I found out that I had one of those "proofreaders" that had a garbled section following the word "bloomers". Following instructions, I wrote a letter to Atari on approximately 11/1/86 requesting an updated copy of the proofreader. (I did send them the bad disk!). No answer. I sent them a follow up letter on 12/10/86 and received immediately what I thought was the good new update. I did not check it out until June 1987, then I had a real need for it (like now).

I felt a little ashamed to write again on a problem over six months old. An efficient person would have checked that disk out immediately and not waited until June! Anyway, I sent another letter on 6/2/87 explaining in considerable detail everything I had done to verify that the disk had absolutely nothing on it and to please send me a good copy.

Boy were they prompt! Within four days I received a packet of a new Atariwriter+, DOS 2.5 and the new long sought after Proofreader. This promptness from Atari demanded prompt verification by me! So I boot and load, go the course of menu prompts to "Verify spelling". Bingo!! Guess what? I got another dud. I run it on my Diskfix and sure enough -NOTHING!

On 6/12/87 I fire off another letter, this time to the Customer Relations Manager. I refer to all my previous letters and make a point of emphasizing the trouble I've gone through in verifying that I did not have computer and drive failure. In two days I get my answer, another Atariwriter+ disk and a new "Proofreader" that checks out dead!I call a friend and he helps me out by giving me a copy of the old partly garbled Proofreader. At least I have something to help while I ponder a second wind and consider how to go after top management and their Quality Control department.

By the way, would you believe that I am having a similar problem with Catalog? I bought Data Manager XL. Trying to run the REPORTS option locks in iron. I'm in the throws of trying to get a good running program or getting my $20 back. So far no answer!

The BASIC CORNER

by

Mark Butler

Welcome all. This column is dedicated to those of us that have a working knowledge of Atari BASIC but are having trouble when it comes to actually writing a program. In the past issues we have taken a Lunar Lander game from the ground up. We started with a rough outline of what we wanted the game to do. We refined it down to the point where we could make a crude flowchart. That flowchart gave us a good idea of how we could break the program down into manageable sized chunks. Each chunk was self contained and could be tested so that we were happy with it before we went on to the next one. In this way we created a complete game piece by piece in what I hope was an understandable way.

Of course now the hard part comes. Debugging and tweaking it so it is fun to play. For those of you who have not been with us from the beginning I will try to have the program on the disk of the monih. Get the disk of the month and sit down with this article and type along with me. If you would like reprints of past issues of the newsletter just contact any DACE officer. Remember even if you have not been following us from the beginning you can still get a lot out of this article. I try to explain what I am doing and why we are doing it that way so when it comes time for you to write your own game hopefully it will be a little easier. Also you get so much more out of it if you actually type in the code with me than if you just sit in your easychair and read.

Last month we had created a very nice flashy opening title screen. The techniques we used can be adapted for just about any program. This time I would like to create the options screen. Our game should ask you if you want to play an Easy, Medium, Hard, or Random game and set our variables appropriately.

Now I think we should do this in Graphics 0 mode so we have the whole screen to work with. We could just do a GRAPHICS 0 in line 1310 (the next line after the end of our title screen). But our program should do these things gracefully. I think we should make the existing title screen fade to black, then we switch to graphics 0 and print our stuff and finally fade in the letters. Note that this is routine can be adapted to just about anything you write.

Last month our last line of the title screen looked like this:

```
1300 SETCOLOR 0,4,12:SETCOLOR 1,12,12
```

After that statement happens we should wait a while:

```
1310 FOR X = 1 TO 200:NEXT X
```

Now we make the existing colors (0,1) fade out. We know their brightness is 12 so we do a loop for 12 to 0:

```
1320 FOR X= 12 TO 0 STEP -.05:SETCOLOR 0,4,X:
SETCOLOR 1,12,X:NEXT X
```

Why did we step by -.05? It as to be a negative number because we are going in a negative direction (from 12 to 0). As for the .05 remember that BASIC is pretty fast and we want this fade out to be pretty slow. A value of .05 means that BASIC must loop 20 times for each drop of 1 in X. If this happens to fast or slow we can always change it. Now we have a completely black screen. We switch to graphics 0:

```
1330 GRAPHICS 0
```

Unfortunatly whenever you use the GRAPHICS command it resets the colors so we must now quickly set the graphics 0 background color (2) to black and the character foreground color (1) to black.

```
1340 SETCOLOR 2,0,0:SETCOLOR 1,0,0
```

We now have a blank slate waiting for us to fill it with our options menu. Lets start by printing the program title and authors at the top:

```
1350 ?:? "          LUNAR LANDER"
1360 ?:? " Written by:  Mark Butler and"
1370 ? "          everyone from DACE"
```

The above might not look to good on the newsletter but just play with the spacing until it comes out right on the screen. Up until now it has been pretty straightforward. But now we must ask what play level the player wants and how do we do it? Do we provide a menu with Easy equal to 1, Medium equal to 2, etc.? Or perhaps just type in E, M, H or R? Actually since the entire game is joystick driven the choice selection process should be also.

Therefore we are going to provide a easy menu driven method of selecting via the joystick! Now the basic outline of what we are going to do is as follows:

```
Initialize choice to 1.
Display menu with one of them highlighted.
Get the joystick
If button pressed then exit and remember choice.
If joystick moved add to or subtract from choice.
go back to display menu.
```

Sounds pretty simple right? First we decide how to display the menu with one of them highlighted. The easiest way is to have all the choices on one line. We just over print with the new menu each time.

```
1380 CHOICE = 1
1390 ?:? "      Select difficulty level"
```

We have now set our variable. Now we print one of three menus depending on the value in choice.

```
1400 IF CHOICE = 1 THEN POSITION 8,20:? "easy
MEDIUM HARD RANDOM"
1410 IF CHOICE = 2 THEN POSITION 8,20:? "EASY
medium HARD RANDOM"
1420 IF CHOICE = 3 THEN POSITION 8,20:? "EASY
MEDIUM hard RANDOM"
1430 IF CHOICE = 4 THEN POSITION 8,20:? "EASY
MEDIUM HARD random"
```

You should use reverse video for the letters that I did in lowercase in the above lines. Now you can see what will happen. Depending on CHOICE we will have one of the 4 choices highlighted as we print, and it will overprint any old menu. Now we just need to get the joystick info:

```
1440 T = STRIG(0):J = STICK(0)
```

If T = 0 then we want to exit this whole routine. Lets call that line 1500.

```
1450 IF T = 0 THEN 1500
```

We are interested in how the joystick was pushed. Looking in the BASIC manual we find that if J = 5 or 6 or 7 the joystick was at least partially pushed to the right. If J = 9 or 10 or 11 then it was pushed left. Anything else we can ignore.

```
1460 IF J = 5 OR J = 6 OR J = 7 THEN CHOICE =
 CHOICE + 1
1470 IF J = 9 OR J = 10 OR J = 11 THEN CHOICE =
CHOICE - 1
```

Now its time to loop back up and print the new menu right? Sorry first we must check CHOICE to see if it is legal. We only have 4 choices so when the joystick is pushed right from choice 4 it should wrap around to choice 1, and vice versa going left from choice 1 should give you choice 4. We accomplish that with the following lines:

```
1480 IF CHOICE > 4 THEN CHOICE = 1
1490 IF CHOICE < 1 THEN CHOICE = 4
```

Now at last we are ready to loop back and print a new menu over the old one with the new choice highlighted. Since we specified line 1500 as the exit point in line 1450 we will make our goto on line 1495. I could change line 1450 but I am too lazy.

```
1495 GOTO 1400
```

Lets try it....Did you? All I got was a blank screen! Then I realized something. At the beginning of this article we set the screen to black (colors 1 and 2 to intensity 0) but we never set them back. Where would be a good place to set the brightness. How about before the menu prints but after the header info. lets add:

```
1375 FOR X =0 TO 16 STEP .05 : SETCOLOR 1,0,X :
NEXT X
```

That will slowly (remember .05?) increase the brightness of the characters. Lets try it...HA almost perfect. Everything works but that big old white cursor spoils the picture. Besides it kind of blinks as we are printing the menu and looks ugly. Lets turn it off. Any GRAPHICS command turns it back on so we put our poke right after the graphics command in 1330:

```
1330 GRAPHICS 0:POKE 752,1
```

Where did I get that poke from? The BASIC manual of course. Well we are almost done now. When we get to line 1500 we know that a choice has been made and the variable CHOICE holds a number from 1 to 4. We can just have a series of IF statements starting at 1500:

```
1500 IF CHOICE = 1 THEN GRAVITY = .08:THRUST = .
7:CRASHSPEED = 3
1510 IF CHOICE = 2 THEN GRAVITY = .10:THRUST = .
5:CRASHSPEED = 1.5
1520 IF CHOICE = 3 THEN GRAVITY = .12:THRUST =
.3:CRASHSPEED = 1
```

The random selection is a little harder. We must find a random number for each variable, since that takes more than one line we split it up:

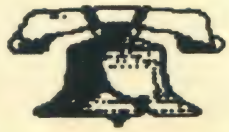
```
1530 IF CHOICE = 4 THEN GRAVITY = .08 + RND(0)
 * .04
1540 IF CHOICE = 4 THEN THRUST = .3 + RND(0) * .4
1550 IF CHOICE = 4 THEN CRASHSPEED = 1 +
RND(0) * 2
```

Finally we are done. We should now return to the main program:

```
1560 RETURN
```

Whew! That was a lot of stuff this time. Next time we will add some scoring so you will get something besides just a crash or safe message.

PRESIDENTS PAGE



by
Mark Butler

Hello again everybody. Now starts my monthly head scratching about things to write about. When I first started writing the Presidents Page it seemed easy to come up with one page per month but when you sit down in front of a blank word processor its pretty tough. I can see why writers fear writers block.

I really enjoyed the last meeting. We had a great discussion about the Atari faire. Most people attended the show and DACE had a large presence. We moderated all the seminars and announced all the events. DACE also had a large well attended booth we shared with John's museum.

We also talked about the purchase of a DACE printer. We have a complete XE system and a complete ST system but we do not have a DACE printer. Big Mike wore his out printing up DACE disk labels and newsletters. Since we recieved a large sum of money from Atari for our part of the faire, the membership passed a resolution to purchase a DACE printer. Our next step is to compare the various types and everybody will make a decision on the best one for the club.

After all that we got to see the 8-bit disk of the month and both ST disks. Awesome stuff! If you missed the meeting we also had the DACE exclusive disks we sold at the faire. These four disks are full (both sides) of original programs written by DACE members. They will be available at the next meeting also.

Finally, we had some 8-bit program reviews. OGRE was reviewed and then raffled. Hopefully the winner will submit an in-depth review for the newsletter. OGRE is a wargame that takes place in the future where you are a commander in charge of various tanks, artillary and infantry. You try to defend your command post from a huge computer controlled tank.

After OGRE we had demonstrations of several 8-bit programs that can be purchased for under $13. Koronis Rift is an out-the-window salvage game for $4.95. Mail Order Monsters lets you create your own monster and then pit it against the computer or another player. Spy vs. Spy is a great game where you get to be the black and white spys from MAD magazine dropping bombs, setting traps and poking one another.

All in all another good meeting. If you haven't been coming to the meetings why don't you give one a try. It is only for two hours once a month. We get a chance to get together, talk and have a good time. Next month's meeting will be ST orientated, should be good.

I wanted to relate to you a little story about one of Atari's newest converts. A friend of mine from work has an Intellivision system (remember those?) at home and he was getting a little bored with it so he asked me what kind of games I had on my computer. Well I brought him the boxes from several of my ST games, like SUNDOG, STAR RAIDERS ST, SPACE QUEST. He was impressed, in fact was *REALLY* impressed. Just from the screen shots on the box covers and the manuals he got all excited.

When I told him that he could get a complete color system for $699 he was impressed but said that he couldn't afford it right now. So we got to talking and I realized that the trusty old 800 has plenty of great games on it especially to someone who is used to an Intellivision system. I told him about several of the great games for the 800; the ULTIMA series, the Infocom games, STAR RAIDERS 1 and 2 for the 800, ARCHON 1 and 2, etc. Most of these programs can be had for a song these days.

When I told him he could buy a used 800 for around $50 and a disk drive for around $100 to give him a complete system for $150 he was REALLY impressed. In fact, he was so impressed that he decided to buy one and join DACE.

So that is the story of one of Atari's newest converts. He said the only problem with buying it will be his wife. When I asked him if it was because of the cost he said no it was because he would be on it so much his wife would get mad.

Why Don't Women Like Computers

by Dave Small

reprinted from
Current Notes

All right, I'll do it. I'll ask a completely unsocial, very possibly sexist and chauvinist question.

Why don't women like computers?

Now, I realize that this leaves me open to charges of sexism and so on. But that doesn't change my curiousity.

At the local user groups I attend, there are usually about 30 males and 1 (or no) females. At the bigger user groups, there's maybe two - usually someone's daughter and someone's wife with a Patiently Suffering Expression. (You know that expression. It's something like the expression men have while trying on clothes, shopping for antiques, or making house payments.)

Okay, why is this?

Now let's toss out, right now, the stories we all know that can be used to derail the question. Yes, I've met a few women in data processing departments. Yes, I know women can be just as good at programming. Yes, yes, yes. There "are" exceptions.

Which only proves the point, because we all know they are exceptions. Why that obvious, intense 30:1 ratio?

I put the question to my wife, Sandy. As "David and Sandy Small", we wrote a number of computer columns together, and did a lot of programming. She has a Computer Sci. degree.

She didn't know. What she does know is she's tired of computers, burned out on them. SHe told me what she doesn't understand is why I'm still interested in them after all this time. Or, as she put it, "The question is not why women aren't interested in computers. The question is why men are interested in them to the degree they are."

Hmmmm.

I asked "Barb" (a pseudonym), the woman who helps us out at the Data Pacific office. We were sitting at the Denver Atari Expo, watching lots of men and an occasional Suffering Wife in Tow walk by.

"Why don't women like computers?", I said.

She looked around to make sure no one was listening, especially no Waddened Feminists. Then, she said, "Well, I think it's just different sides of the brain. Women don't like math as much as men do. I think women are more attuned to feelings and emotions, that computers don't have. I think computers are boring."

Mind you, if "I" said that in this column, they'd find my tarred and feathered body in the morning, my hands tied behind my back with a bra strap.

Which leaves me understanding exactly nothing.

One more try: Cassie Stahl. She used to help with technical support at Atari. Okay, Cassie, why don't women like computers?

"I don't know. Maybe it's societal conditioning. Women aren't supposed to like them. BUt I really don't know if that's it at all. My friends who are women aren't interested in them."

Zero for three.

Does anyone know?

I do know that if someone can overcome being shouted down, and study this phenomenon, they might have a real handle on some of the differences between men and women. It might provide some badly needed insight. Despite the screams of "discrimination:, there are lots of openings for women in DP departments across the country, and more openings than applicants. Just ask any personnel person who's trying to keep the Affirmative Action people off their case by hiring women. "You! You're female! You have a degree in... I don't care! Do you know 'C'? Great, you're hired!"

I also read the many intelligently written appeals by women looking for Mr. Right. They complain of the few number of single men available, of how bad the bar scene is, and so on. "I never meet any bright men, who can have an intelligent conversation".

Have any of them thought of going to the local user's group meeting, where it's guaranteed they will receive a great deal of attention? Just a thought. Anything female coming to a user group, asking "Can someone answer a question for me", would receive more interest than Cybill Shepherd.

We, I still don't know. I see the phenomenon. It's stayed the same since 1976, when I went to college in Computer Sci. and there were about four women in the whole department. (I married one of them).

So, if you're looking for an answer in this column, I haven't got one. I do, however, have the question.

Maybe women have a saner view of computers. As the former head of Atari's User Group Support told me: "I never go to user's groups. Computers are tools, like toasters. When was the last time you went to a toaster user group?"

Could be.

If you'd care to write me , expressing your opinion, I'd really like to hear it, especially the female point of view. Perhaps I can gather some ideas and do a future column on what readers think. (let me know if you need to be anonymous and if I can quote you.)

Then again, maybe only men out there will read this, in which case, I'll stay puzzled.

IS THE 8-BIT DEAD?????

by John B. Sloop

reprinted from the PACUS REPORT

Sure, we've been hearing it for a couple of years now, "The ATARI 8-bit machine is dead". Although ATARI denies this, I've compiled a few interesting facts, (note I said facts, not rumors, which in the past is all we have had to go on), that demonstrate clearly to me that the 8-bit is dead.

For instance, if you insert a PAC-MAN cartridge upside-down into a 1200XL and turn it on, "Clyde" will appear, saying what sounds to me like "I buried an 8-bit!". Scary, isn't it. There are many of these hidden clues all over, if you just look for them.

One of the last pieces of software that ATARI has put out for the 8-bits, was ATARI PLANETARIUM. Boot that program and look at the constellation ARA (which, by the way, means ALTAR in English) with the lines option engaged. Using the stars as dots and the lines as dashes, you can make out, in Morse Code, the phrase "8B8 IF", which of course means that the 8-bits would be 8 years old IF they had lived. How can you argue with proof like that? This could not be just an accident.

These hints of the death of the 8-bits have been coming for quite some time. Take a look at the cover of ANALOG #44. There you will see a picture of what appears to be an operation being performed on an ATARI ST. And what is found inside, looking like a malignant tumor? A 130XE! Although that is pretty blatant, there is also a subtle clue on that cover. In yellow on that cover are the names of three articles inside the magazine for the 8-bits, "Arm Your ATARI", "Ramcopy", and "8-Bit Parallel Interface". The initials of these titles are "A Y A R 8 B P I", which is an anagram for "RIP 8-BIT YAA!". How much clearer could they make it? They are not only stating that the 8-bits are dead, but that they are glad of it.

Still not convinced? You people are hard to please. OK, grab your copy of the April 87 ANTIC. Look at the cover and what do you see? A bunch of IRS men chasing a couple of guys carrying banners that say "130XE". Now think, what does that mean? I SAID THINK!! That's right, only two things are inevitable, DEATH and Taxes. What at first glance appears to be a simple "tax-time" issue, in fact is clear proof that the 8-bits are dead.

These are only a few examples of what you can find if you only look with an open mind. But most people don't want to see these things, because thy don't want to face the facts.

I can't understand why ATARI doesn't just come right out and announce that the 8-bits are dead. It has been proven in the past that these charades don't work. When ELvis died in 1963, no one believed that fat lookalike they got to replace him was really Elvis. WHen the lookalike died in 1977, no one bothered to try and get a replacement. When Paul McCartney died in a car-train accident in the late 60's the remaining Beatles denied it, while all the time giving clues to his death in songs and on album covers, much like the clues showing up for ATARI's 8-bits today. We aren't stupid, and we know what's going on. We also know that Andy Kaufman is working for ATARI, but that is another story.

Like I mentioned before, death and taxes are inevitable. So lets raise our glass to our fallen friend, and also toast our new found friend, the ST. "The King is dead, long live the King".

LOS ANGELES ATARI® COMPUTER ENTHUSIASTS

LA ACE NEWSLETTER

VOL. 7 NO. 8 AUGUST 1987

*** August Meeting Schedule ***

General Meeting: Tues Aug 4th 7:00PM
Granada Hill High School

ST Sig Meeting: Tues Aug 18 7:00PM
Mercury Savings and Loan

Future Meetings

General	ST Sig
Sept 1	Sept 15
Oct 6	Oct 20
Nov 4	Nov 17

Note: Nov. Meeting is Wed not Tue.

!!! HELP !!!

- Newsletter Editor Needed
- Secretary for General Meeting
- Volunteers for 2 hour shifts at the Atari Faire V.2 Sept 19th & 20th

---

!!! Tell A Friend !!!

For Each Membership You Bring Into LA-ACE You Will Earn $5 Credit Towards Your Membership Renewal Plus The New Member Will Receive 4 Door Prize Tickets Free.

*** August Meeting ***

Door Prizes Galore

- AlphaCom Printer W/8-bit Interface
- DBasic w/Manual (Faster than 'C')
- Disk of the Month (First 15)

Video: Courtesy of Hugh Edwards
CAD-3D w/ Tom Hudson

Hearty LA-ACE Welcome to:

New	Renewals
Walter A. Rogers	Hugh Edwards
Edward W. Forgy	Natalie Riehl
Chuck Sickler	Ed Davenport
	Eric Parker

Thanks for Your Support

****

NEW BBS #

(818) 700-1652

****

June Newsletter Award

Special Award: Ray Maynard

August Disk of Month

#1 DAISY-DOT
By Roy Goldman

Daisy-Dot is an original printing utility that will revolutionize dot-matrix printing with Atari 8-bit computers.

Near Letter Quality along with a simple yet powerful NLQ Font Editor produce professional documents.

Here's a list of features:
- Supports Epson and Star 9 pin printers.
- Compatible with most word processors.
- Up to *4* different graphic densities.
- Prints PROPORTIONAL fonts at up to *8* times the density of draft mode (Print Shop and Typesetter print at a MAXIMUM of only 2 times draft mode!)
- Flexible character spacing manipulation.
- Comes with *5* great fonts:
  - Roman
  - Sans-Serif
  - Script
  - Block
  - Ohio
- Revise and generate fonts using the DAISY-DOT FONT EDITOR, with:
  - Joystick control
  - Printer module
  - Proportional font design
  - Characters up to 19 columns wide and 16 rows high
  - Range of 91 ASCII characters
  - *14* commands

Daisy-Dot comes with clear and complete documentation.

#2 Word Processor

A professional quality word processor for the 8-bit Atari's. Includes features only found in other word processors costing $30-$50. Written in machine language for speed and effeciency.

Here's a short list of features:
- Block move, Block copy.
- Search and replace.
- Headers
- Print formatting
- Full online help

This program comes with clear and complete documentation.

LA-ACE Newsletter
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Family $25
Associate $ 6

Individual and family memberships include subscription to this newsletter, membership access to the LA-ACE BBS, and access to the general meetings. Associate membership includes access to LA-ACE BBS ONLY.

The General Meetings are held the 1st Tuesday of the month at 7pm unless otherwise posted in this newsletter. All other Special Interest Group meetings will be posted in this newsletter.

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Meeting Minutes
For July 1987

Another great meeting this month, with lots of talk, demos, and help! Also, I'm noticing that most people are showing up at or close to 7 PM, instead of sometime between 7 and 8 PM. Thank you very much, and keep up the good work!

Vice President Jon Dekeles opened the meeting at 7:15PM with a question and answer session, centering mostly on various emulators for the ST. IBM and Atari 8-bit emulators are now available, so you might want to go out and get them. Of course, in order to use the 8-bit emulator, you need a 5 1/4" disk drive, but adding one is not very hard. Also discussed was future plans of Atari, such as the up-coming advertisement blitz and the "bundling" of hardware with software.

Our newsletter editor, JoAnne Dekeles, has resigned due to various reasons. Therefore, we need a new editor as fast as possible. Contact Bill Lurie if you are interested.

Next on the agenda was a short debate on whether or not we should publish the treasurer's report or not. There are a lot of good arguments for (other groups publish theirs) and against it (we have more money than most clubs, so we should not show off). It was resolved that the treasurer shall read the report and leave copies of it at each meeting.

A representative from the B.Dalton Software store in the Northridge Fashion Center took the floor and said that if people from the club would tell them (and in particular, manager Mike Travis) about what software and hardware you would like to buy, they'll try to get it. If they get enough input, they will be able to give LAACE members a dicount! They also donated a copy of Sub Battle from Epyx for the ST.

Jon Dekeles continued his "lessons" on Atari in general. This month was a dicussion of input. Devices that the Atari could get input from, and examples of getting input in various languages was presented. Next month, XIO and DOS. Be there!

Next, yours truly finally gathered his courage and delivered a major demonstration! I did a demo of Lightspeed C for the 8-bit computers (see my review in this month's newsletter). If I may say so, Lightspeed C is an excellent product.

After the break, Jim Abney from Com-Soft demoed a wide-carridge printer from Citizen (yes, the people who make watches). It can do various print types and handle many fonts at the same time. It also emulates various printers (such as Epson). Jim also demoed a product called theDesk-card for the ST. It has a built-in clock, and many familiar desk accessories are now in the Desk-Card!

Mike Hollenbeck displayed his ST Sprite Factory that lets you create objects and then animate them. Unfortunately, he got cut off by time limit, so he will be back next month for a full demonstration.

The door prizes were awarded, and the meeting was adourned.

Prizes:

SUB BATTLE (ST) - B. Dalton Software
LORDS OF CONQUEST (8-bit) and
NINE PRINCES IN AMBER (ST) - ComSoft
ST SPRITE FACTORY - Mike Hollenbeck
ABACUS BASIC (ST) and
TIME BANDITS (ST) - Eric Parker
COMPUSERVE INTRO PACKS - Bill Lurie

Again, please thank the people who donated prizes by buying their products. This will encourage them to keep donating stuff for you to win!

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Reading Analog Data With an ST

by Richard Leinecker
Author of "The Scientific ST"

Part I

All ST owners agree that their computer can run rings around the 8-bit Ataris in most every respect. One missing feature, though, are the pair of built-in analog-to-digital converters, with which the 8-bit computers were equipped. There are many things that the ST is incapable of since these have not been included. With the addition of some simple hardware, however, the ST can gain the ability to read analog data.

You may be wondering about the difference between analog and digital data. Digital data is a set of ones and zeros; a set of transistors in either a high or a low state, wherein the low state approaches zero volts and the high state approaches five volts. These ones and zeros form the digits of a binary number, while a set of four of these digits comprise a nibble, a set of eight comprise a byte, and a set of sixteen of these digits comprise a word.

An analog signal may be at zero or five volts, but it may also be anywhere in between those two voltage levels. Of course analog signals can be at any voltage level above five volts, but for our discussion we will limit ourselves to a range of zero to five volts. Analog data is a problem for the computer because it cannot interpret analog voltage levels, and for this reason, analog to digital converters are used. The analog voltage is converted to a digital number and the microprocessor can then use it in the way that the software requires.

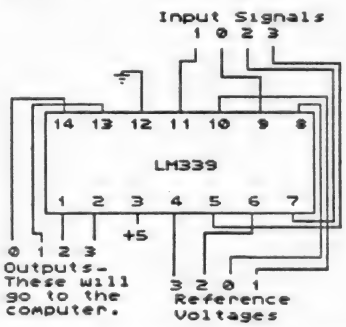
This is the first of two articles covering the subject of analog data reading techniques for the ST. This first article will illustrate the use of voltage comparators to detect an input voltage that exceeds a pre-set reference voltage; the next article will illustrate the use of an analog to digital converter. It would be well to tackle the projects in this article before the next, as these are easier and will give you some construction experience on a simpler level.

A VOLTAGE COMPARATOR

A voltage comparator compares two different voltages. One of the voltages is the incoming signal and the other is a pre-set reference voltage. The particular comparator used in all of the following examples is an LM339, a quad comparator. With this IC, you have four separate gates and can compare up to four separate pairs of voltages.

The LM339 can be configured in either a non-inverting, or an inverting mode. When using the non-inverting configuration, the output goes high when the input voltage exceeds the reference voltage, and when using the inverting configuration, the output goes high when the input voltage falls below the reference voltage. The output does not exhibit a true TTL logic high state. If you want to drive a TTL load, you must connect a 10K resistor between the comparator's output and five volts. For the joystick and parallel ports, the 10K resistor is not necessary as their data bits are internally tied to five volts.

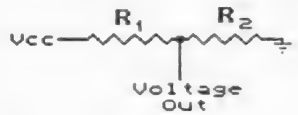
Figure 1 is the schematic for a non-inverting quad comparator. Vcc can be from 2 to 32 volts, according to manufacturer's specifications, but for interfacing with the ST, 5 volts should be used. To change to the inverting mode, reverse the IC connections between pins 4 and 5, 6 and 7, 8 and 9, and 10 and 11. It makes little difference whether you use the inverting or the non-inverting configuration as long as you write your software to interpret the bit(s) correctly.



Crossed wires do not indicate connections.

Figure 1

The easiest way to set up a reference voltage for the comparator's operation is with two fixed resistors. The two resistors form a voltage divider between Vcc and ground. The voltage between the resistors is proportional to their resistances. Figure 1 shows a voltage divider and the formula below can be used to calculate the voltage between the resistors.



$$Vout = \frac{R_2}{R_2 + R_1} \times Vcc$$

Figure 2

Many times, the voltage of the incoming signals will be too great. The voltage on the comparator's input cannot exceed Vcc, so this incoming voltage must be dropped anytime it is too high. A voltage divider will attenuate the incoming signal and the preceding formula will allow you to calculate the necessary resistors for the needed attenuation. With the ability to drop any incoming signal, you will be able to sample a wider variety of analog signals, rather than only those that fall between Vcc and ground.

How can you use the comparator circuit to sense analog data? A specific example will illustrate the use of the comparator. A light level meter can be easily made by using a phototransistor as part of a voltage divider. When the light level exceeds a certain, pre-set level, the comparator's output will go high.

The reference voltage is set at 2.5 volts with a voltage divider using two 1K resistors. The input voltage is produced by a voltage divider which is formed by a phototransistor and a 1 megohm resistor. When a certain light level is exceeded, the output of the comparator will go high. To set the device at a different level, you will have to adjust either of the 1K resistors that form the divider. You may insert a 25K potentiometer or experiment with fixed resistors. The more resistance that you insert between the center of the divider and ground, the more light needed to make the comparator's output go high. With less resistance between the center of the divider and ground, less light will be needed to make the comparator's output go high. Figure 3 is the schematic of a joystick version, while figure 4 is the schematic of a parallel port version.

(continued...)

Analog Data (continued...)

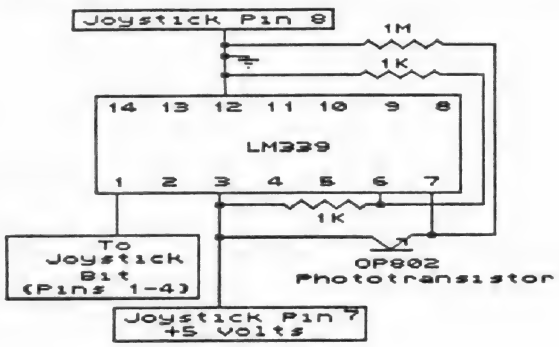


Figure 3

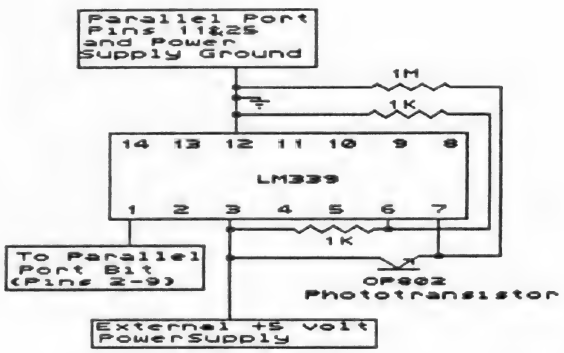


Figure 4

You must now decide which port to send the data into. The parallel port is by far the easiest to use. The cartridge port needs both an etched cartridge board and a data buffer. For this reason, a cartridge port version will not be discussed, as that goes beyond the scope of this article. For more information you might want to refer to the book "Your ST Comes Alive!" published by Computer Spectrum. (PLUG!)

If you choose to use the parallel port, you must simply read the data from the port. I will refer to the use of the lower four bits for the sake of this particular discussion, but any bits can be used. If you are programming in C, use the Bconin command to obtain the parallel port data. If any of the data bits read are low, the corresponding comparator outputs are low. If any of the data bits read are high, the corresponding comparator outputs are high. Make sure that pin 11 of the parallel port is tied to ground or it will get "stuck" as the computer times out.

Following is a short program you might try to read data from the parallel port.

```
unsigned int data;

main()
 {
  while(!Cconis()){ data=Bconin(0);
        printf("%u\n",data);
   }
 }
```

To read the parallel port in BASIC, try the following program.

```
10 X=INP(0)
20 PRINT X
30 GOTO 10
```

If you want to use the joystick port to read the data, you will need to simply read location 3953. This will return a the value of the four bits of the joystick port. Remember to also connect the circuit ground to pin eight of the joystick port.

Good luck in your endeavors. If you come up with a new and unique use for a voltage comparator, please contact me on the Computer Spectrum BBS, (305) 251-1925. If you have a problem with this project, please feel free to call and leave a message on the BBS, and I will attempt to help you, to the best of my ability. There are several programs with source codes available on sig 2 of the Computer Spectrum BBS. Here is a list of the demo programs available:

COMP_JOY.BAS
ST BASIC program to read the status of the Joystick bits.

COMP_JOY.C
Source code for the program below.

COMP_JOY.PRG
Compiled program to read the status of the Joystick bits.

COMP_PAR.BAS
ST BASIC program to read the status of the Parallel Port bits.

COMP_PAR.C
Source code for the program below.

COMP_PAR.PRG
Compiled program to read the status of the Parallel Port bits.

□

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The State of the Board
or how bored is the state of 8-bit users?
by Rich Monosson
LA-ACE BBS SYSOP

In past years, this annual "State of the LA-ACE BBS" has been comprised of a short history (in which I inevitably forgot former SYSOP Bob Keimach's contribution), tips and insights for the experienced user and a tutorial for the new user. For those of you who wanted to see these things here please refer to last August's LA-ACE Newsletter--for not much has changed since then. Instead, this year I want to discuss the overall decline in the number of users and the lack of qualitative contributions from these users.

Three years ago the Atari 8-bit computer and the 8-bit owner/user were on top of the world. Sure Commodore had been a royal thorn in the side, but that bothered few of us. We knew we had the superior machine and they were the ones who had bought the wrong machine. Software publishers were continually releasing new titles and public-domain material was overwhelming in the variety of applications and sheer numbers of files. Interest too was high, much needed to be discussed, learned and bantered around so each and every user could get just what they wanted out of their 8-bit machine.

In a sense, LA-ACE BBS was a microcosm of the world of Atari. Uploaded files to the board were consistently proportional to the number of downloaded files (about 10 downloads to 1 upload). The message bases were fresh with ideas, gossip, news and announcements of new products and BBSs. Between 300 and 350 weekly calls produced 200 downloads, 20 to 30 uploads and close to 100 new messages. The last five days (June 12 to 17) have produced just 100 calls, 50 downloads, no uploads and 14 new messages. I thought things might pick up when school let out....

My excitement too had waned. There seems to less work necessary to keep the board running. My two biggest chores used to be keeping pirated files and long-distance phone codes out of the BBS. This just doesn't seem to be a problem anymore. Maybe the late, great Atari hackers all went off to sail the Big Blue ocean (IBM)....

So what happened? Is the 8-bit Atari doomed to be a has-been or even worse, the never-was? Can Atari really pump new life into the 8-bit line with the introduction of an 80-column adapter? Tune in next August folks for the answers to these questions may become just too apparent. But lets get back to LA-ACE BBS and its microcosmic implications to the Atari world in general.

For a long time LA-ACE BBS stayed in the forefront of Atari computing. An ATR-8000 instead of an Atari 850 interface to increase disk storage to about three megabytes online. Then a hard drive increased the storage to eight megabytes online. Then the old Atari 400 was replaced with an Atari 800XL with 256k RAM. Basic XE replaced Basic XL to take advantage to the extra RAM. Up until that point I always seemed to have someone around who was willing to help out by doing some programming changes to improve the board. To this day, we have not taken advantage to the extra RAM. And with the introduction of the ST line of Atari computers, LA-ACE BBS is no longer the state-of-the-art.

Could it be then that it was the introduction of the ST and not Big Blue that started the decline of the 8-bit and LA-ACE BBS? I don't think so. Any computer is as good as the software written for it. The existing 8-bit libraries are adequate for most purposes. ST titles have a long way to go to catch up in sheer numbers although the speed, RAM and 80-column display makes what is available more practical and useful.

Apathy has played a great part in the overall decline of the board. Many times I have asked for feedback from the users and have gotten little response. It seems that all but the newest of users have downloaded what's worthwhile from the board and since there are little, if any, new files uploaded, they have no reason to call. Maybe I am to blame too. My 8-bit machine (with an old 80-column adapter) sits idly while I write this article on an

IBM. Am I a traitor to the Atari cause? If so, then most of our club's leadership are traitors since they have clones too. But we are all still here.

Nevertheless, I have made every effort to support the ST user on the BBS. After the introduction of the ST a message base was added to the board to promote interactive communication between ST users. ST download files are categorized as such, making it easy for a ST user to circumvent the plethora of 8-bit files in the download listings. Right after the introduction of the ST computer there was considerable activity in the ST message base and download sections, but that too has waned.

Even with all of this negativity I still feel that the LA-ACE BBS has a function. People still call, leave messages, download files and yes occasionally grace us with an upload.

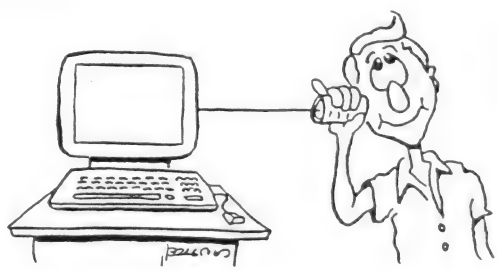
I still remember the good old days, before there were disk-subscriptions to ANTIC or ANALOG, people would get their magazines and type all night and upload those new programs before most of us had a chance to sit down and read the issue. The die-hards who would call at all hours of the night--just to get through. Nowadays, I think people call LA-ACE BBS only when their favorite BBSs are busy.

A number of suggestions have been made to help LA-ACE BBS get back into the mainstream of modern-day computing and keep LA-ACE BBS and Atari from merely treading water in the Big Blue ocean. These suggestions have included changing to another 8-bit software package, OASIS maybe, and changing to SpartaDOS so that files are date-stamped. Some have suggested that we should change over to a ST, but is there really reliable BBS software for it and how well will it support the 8-bit users? Another suggestion has come about with the rumor of the Atari PC. Most of us believe that if Atari comes out with a PC clone, this computer could support all atari users better than any other alternative. But this is a very big IF. The LA-ACE BBS committee is still open for suggestions.

The previous paragraphs were written about a month ago [it is now July 23, 1987 (Michele's birthday by the way)] and would like to add an update. In the last month, the BBS has moved. The new number is 818-700-1652. During that move Tim has changed the ATR8000 hard disk interface to his much-faster 800XL expansion-bus hard disk interface. The speed of this new interface makes the RAMdisk virtually unnecessary. Data from the hard disk appears almost instantaneously on the screen. Plans to switch to SpartaDos and Oasis are moving along. Last, the entire hard disk has been formatted and there are currently no avaliable downloads. Our disk librarian, Wayne, has the entire BBS library and is sorting out all the bad files and will be returning a complete working library soon.

The other day Ira Goldstein called me and told me that he had just set up FoReM ST on his 1040 and was pleased with the improvements made since we ran "sister" versions of 8-bit FoReM BBS.

Oasis BBS has been ordered. All downloads will be good working files. The size of hard disk capacity has increased. The first few calls have come in to the BBS on the new phone number. We are all committed to Atari and our efforts as a user group make a difference. Maybe there is hope for Atari yet....



Certificate Maker Review
by Christopher Kelley - LA-ACE

This is my second try at writing this review. The first one got so long I had to re-do it entirely. I wish I could say it's because the program has too many features to list, but alas, it's because the program is shot full of problems. Retail price is $49, then you must send $12 to Springboard for a backup if you want one. The program is obviously intended for children (Regardless of what the side of the box says), and combining copy-protected software and small children is a disaster waiting to happen. You can make back ups to use as long as you boot the master, but it took me a full half-hour to do this, because they use hidden directory entries vital to the running of the program. It comes on two disks, and although you can copy both disks to one double-sided disk, I doubt if you could do this with only one disk drive. Of course, you must do tons of disk swapping if you are using only one single-sided drive. If anyone has bought this program, and cannot figure out how to make back-ups, please find me at the meeting, and I will try to explain it.

The program runs in color only, although that isn't mentioned anywhere in the documentation or on the package. A curiosity about this is that instead of the usual 'This program only runs in color' error message, it gives an 'Out of memory error'. Stranger still, the tittle screen can be seen in color or monochrome, so it seems that somewhere along the line, the program may have been intended to be used in either color or monochrome mode. Another odd problem is in printer drivers. They include printer drivers for printers I have never heard of, but not the Gemini series! I have an Epson, and so was able to use the program, but Gemini owners, BEWARE! Another problem is that you must install your printer every time you boot the program, even though it does write the printer configuration to the disk! Another glaring omission is in catalog they pack with the program, which doesn't list ANY ST products. It does list Certificate Maker, but not the ST version.

What the program attempts to do is allow you to make your own certificates, a la Print Shop, but it doesn't do a very good job of it. You have 24 boarders, four fonts and two text sizes, and you have separate text sizes on separate lines, but you can only use one font on the certificate, even though the instructions claim otherwise. This brings up another problem. Certain lines, like the date line and signature line, allow you only so many spaces. The problem is that there is one screen they use to enter this information, but the actual line length varies, with no indication how long the line will be. This means you will be typing in your line, and you will hit the end without any warning. Added to that is the fact that the way they show you've hit the end of the line - erasing your last word - is very confusing.

The program is very disk-intensive, another 'feature' that does not mix well with copy-protected disks, and it is very slow about it. It puts up a message that says 'Processing ...' and sometimes I've wondered if the program has locked up or not, because it's taken so long, but it always returns to the main screen eventually. The only weird thing it did was fail to redraw a dialog box after running a printer test.

The only good things about this program is that the on-screen representation of the certificate is very good, the certificates themselves are very nice once you get them printed (it takes awhile), and the ability to print multiple certificates using a name list to put a separate name on each certificate. Of course, you can't design you own certificates, you must go with what they give you, and they'll be happy to sell you a disk with more certificates, boarders, and stickers for $34.

Overall, I'd have to say 'save your money'. The program simply isn't very good, and has problems which make it's use very frustrating. Maybe Broderbund will release Print Shop for the ST?

Review: Mail Order Monsters
By Douglas Kelley LA-ACE

Mail Order Monsters is one of several games just released for the 8-bit Atari by Electronic Arts. For a long time, EA has not made games for the Atari line, but due to a lot of pressure from software stores and consumers, they have begun again.

Upon opening the package, there is (of course) a disk and the manual. The manual is very easy to understand and will guide you step by step toward creating your monsters. When the disk boots you are presented with a nice title page and asked how many are playing (player vs. computer or player vs. player) and what level (beginner, intermediate, or tournament).

In the Beginner game, you choose one of 12 pregenerated monsters (called "morphs"), and you give it a name. The morph is then taken to the Battlefield for a battle to the death with the opponent (the morph the other player or the computer chose). This level allows you to experiment with changing weapons and (of course) combat.

The Intermediate level allows you to build your own monster. You are given 500 units of money (called Psychons) to build your creature. You choose one of 12 basic forms - ranging from a worm to a human to a dinosaur - each with its advantages and disadvantages and cost. From your remaining money you buy your morph weapons, rounds for the weapons, food and energy. When you think your morph is ready, you send him/her/it to the Battlefield (if you have 2 players, you then wait for the other player to make their selections). The Battlefield here is a little different. Player 1 gets to choose from three different contests (described later), and player 2 - or the computer if its a 1-player game - chooses from 16 types of terrain (artic to desert). The combat then begins.

The Tournament level is the hardest, but possibly also the most fun, especially if you have a lot of friends who like to play this game. In this level, you get to make an "owner" disk, and save your morph for future battles. You only get 250 Psychons to start, but you earn more (to upgrade and repair your morph, or even buying new morphs) by winning battles. The Battlefield is the same as Intermediate, with one addition: each player can choose one rule for the game, such as "no surrender" or "no gas attacks". You can, of course, make back-ups of your owner disk.

The Battlefield has three different types of combat: Destruction (the two morphs battle to the death), Capture the Flag (kill the opposing morph or find and touch 8 flags scattered around in a particular order), or The Horde (the two morphs join forces to destroy a bunch of computer controlled Hordlings - the winner being the Morph that kills the most). Beginners can only play Destruction, otherwise you get your choice. When you are first deposited onto the Battlefield, you find yourselves on the "big map". Your position and your opponent's (and the Hordlings if you are playing that) are shown as dots. You manuever your morph with your joystick, and when two dots come together the screen expands to show the two of them fighting. Now, you can see your creature in fairly good detail, and you control what it does with your joystick. Depending on certain qualities of your morph, you may attack the opposition only every so often, and when you do get to attack, these characteristics determine if you hit and how much damage you do.

In general, I like this game, but it does have a few disadvantages. The game does a lot of disk accessing when you are building your morph and equipping it, and since the disk is copy protected, you can't make a copy to protect the original. In combat, moving around on the "big map" is very slow (though once in close-up combat it gets pretty fast). When you are playing human vs. computer in the Hordling contest, when the computer meets a hordling, you have to sit around and watch the computer fight itself. In the other games there are "wandering monsters" and in Capture the Flag each flag is guarded, and when the computer player runs into them, you do get control of whatever its fighting, though.

The Panasonic 1091i Printer
By Justin Scott

I recently needed to upgrade my old Alphacom 81 printer. I was looking around for a good printer that was Epson compatible. At first, I wanted to get an Atari XMM801, but since they aren't 100% compatible, I decided against it. I eventually had it narrowed down to either a Star NX-10 or a Panasonic.

I was all ready to buy the Star, but then I asked Joe Bolt what he recommended. He said he liked the Panasonic 1091i the best, since it was inexpensive and Epson compatible. I started looking for the best price. I saw the retail price of $429 and almost had a heart attack. I called Fedco and found them there for $219, so I was down there quick to pick one up. (When looking around for something, I have learned that it pays to shop around!)

The Panasonic 1091i has been a GODSEND. It has all of the features that I've always wanted like graphics, NORMAL PAPER (my last printer used roll paper), and different type fonts (NLQ, italics, etc.). Its near letter quality mode rivals my dad's $2700 DEC LQP02 letter-quality printer.

The printer is usually a 9x9 pin, but in NLQ mode it is 18x18 pin. It comes standard with a 1K buffer. The printer can imitate either an Epson RX-80 or an IBM PROprinter, and it has built-in tractor and friction feeds. It has great speed for the price-- it goes at an incredible 160 CPS in draft mode, and 32 CPS in NLQ.

This printer is not small. It is 4" H, 15" L, and 10 1/2" W, and it weighs 15.2 lbs. To use it, you will need an Atari 850 or equivalent. You will not have to worry about leaving it plugged in because I leave mine plugged in 24 hours a day, and it stays cool.

The few things I don't like about this printer can be fixed easily. When the printer is OFF LINE (not capable of receiving data), it will grab the paper, but it almost NEVER puts it in straight. Usually, you need to re-align the paper. To correct this problem, all you need to do is buy tractor feed paper. Also, when you are printing things out (of a word processor) the printer goes off-line prematurely. What you have to do is hit the ON-LINE button until the printer does a form-feed. It also is slightly loud, but not too bad.

All in all, the Panasonic 1091i should be considered by everyone who wants a printer. It has all of the features of a good printer, and at a good price. If you are upgrading to a better printer, or if this is your first one, I highly recommend this printer.

Two C Compilers for the 8-Bits
By Douglas Kelley LA ACE

At last! The C language, a very powerful language that is rapidly becoming the standard language in business and programming, has come to the 8-bit Atari!

I recently got my hands on two C compilers: ACE C, which is in the public domain, and Lightspeed C from Clearstar Softechnologies ($39.95). Both compilers were written by the same man - Ralph Walden - and so are almost alike, but the Lightspeed C package has a lot more in it, as well as much better documentation.

The C compilers support: Character and integer types, pointers, single dimension arrays, and almost all of the C statements. Neither support structures, multidimensional arrays, pointer arrays, and floating point. One big difference between the two compilers is that ACE C does not have SCANF, which is a very commonly used C statement.

Did I say that they do not support floating point? Well, yes and no. The compilers don't support floating point implicitly (that is, you can't declare a floating point variable X), but both have routines whereby you declare a 6-character string to be a "pseudo - floating point variable" and then call a bunch of subroutines that allow you to transfer values to floating point, and do math with them, etc.

Now I also mentioned that the Lightspeed C package has a lot more than the public domain ACE C. The Lightspeed C package has 4 disk sides full of stuff. Side 1 not only has all of the programs required to compile your C programs (including a text editor and an optimizer), it also holds floating point and I/O routines for ACTION! and MAC/65. There is also a runtime package for ACTION! programs as well. Side 2 contains the source code to many of the programs on side 1, and a whole bunch of (uncompilied and compiled) C programs. All the compiled programs have the uncompiled source code. Side 3 hold a group of files for use with Spartados or other DOSes. Side 4 is in double density and has most of the programs found on sides 1 and 2.

About DOSes: Lightspeed uses its own DOS, and if you don't use their DOS, there are special programs you must use for compiling files. However, once you compile your programs and append the runtime file (it comes with the package, no extra charge), they are "stand-alone", and can be used with any DOS. Lightspeed DOS is the only thing I found bad about the package. It is over 100 sectors long and all it does is load programs for you to run - it can't even do directories unless you have a program called "DIR.COM" on the disk you want to do a directory of! ACE C does not seem to care what DOS you are using, although the documentation files do recommend OS/A DOS.

Another difference between the two is compiled file size. When I compiled a 26 sector C program, in ACE C the final program was 31 sectors long. The same 26 sector file compiled to a 24 sector final program with Lightspeed.

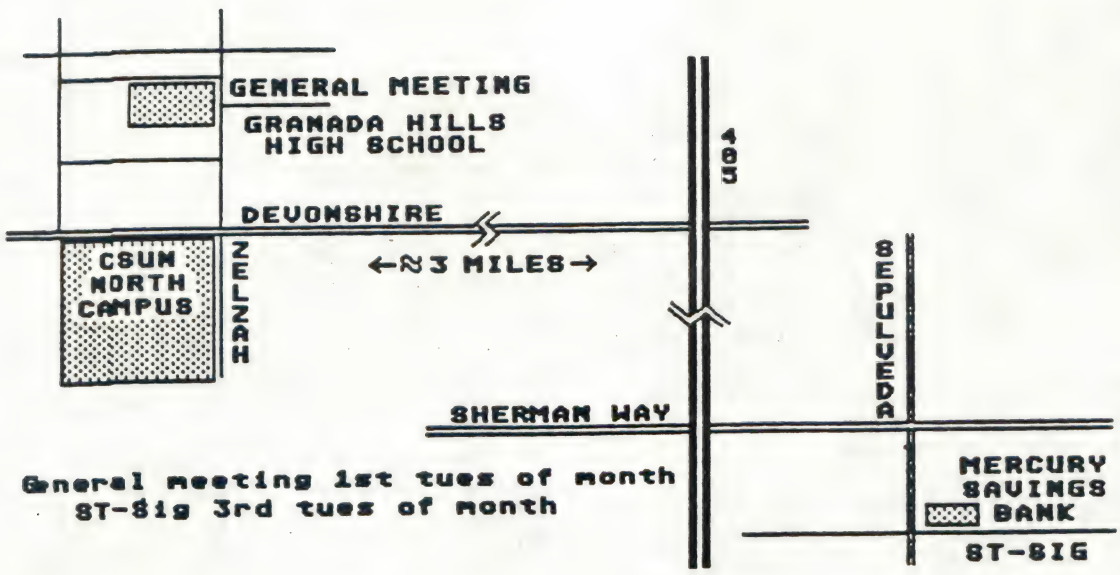
So, if you program in ACTION! or MAC/65 (or both), and want to learn C as well, you must get Lightspeed C. However, if you want to get your feet wet in C inexpensively, get ACE C.

Lightspeed C ($39.95) (206)863-8523
Clearstar Softtechnologies
1501 Wood Ave. Suite #36
Sumner, WA 98390

Text samples of the Panasonic 1091i

This is in draft
This is in ITALICS!
This is SUPERSCRIPT
This is SUBSCRIPT
This is COMPRESSED
This is in PROPORTIONAL SPACING
This is EMPHASIZED
This is in DOUBLE
This is UNDERLINED

This is in NEAR LETTER QUALITY



LA- ACE
P.O. Box 7752
Van Nuys, CA
91409

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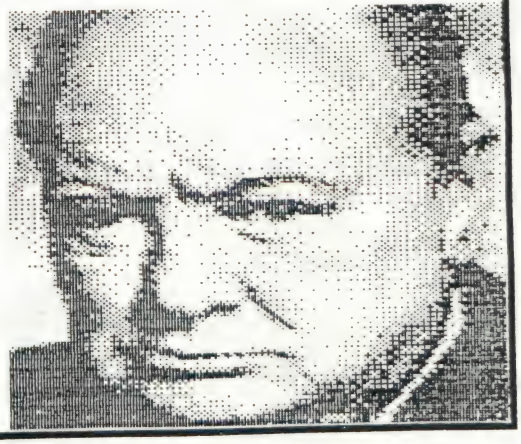
Permit Number 949

JERSEY ATARI COMPUTER GROUP
8 CRESCENT RD.
PINE BROOK, N.J. 07058



The W.A.N.D.

VOLUME 5 NUMBER 8 Westchester Atari News Digest AUGUST 1987

from the EDITOR

by Bobby Herman

I was on vacation during the first two weeks of August, and, therefore, missed the meeting. But I have been informed of two things that happened at the meeting which I believe need to be discussed.

GIVE and TAKE

The first was a complaint from one of our members about notification of SIGS. Sometimes the arrangements for a SIG are made at a meeting, and the date chosen will occur before the subsequent meeting. Often the SIG date is also before the arrival of the W.A.N.D. It seems that this member, and others, do not attend a great many of our meetings, and so they do not know about the SIGS. They feel, therefore, that they should be notified via personal phone call from one of the officers of the time and place of the next SIG. What brazen arrogance !!!

Every club has those that "give" and those that "take" and some that do both. We have mostly "takers". It is really ironic that it is always the "takers" who rarely attend meetings, do not contribute anything to programs at meetings when they do attend, and never write articles for the W.A.N.D., but they are the first ones to want special attention.

I have two suggestions. The first is that anyone who misses a meeting should bear the responsibility of calling the secretary to find out what went on at the meeting. Second, if someone feels that all members that did not attend a meeting should get personal phone calls, then let that someone volunteer to get the information from the secretary and make all the phone calls. I will personally supply all the phone numbers to whoever volunteers.

THIEVERY

The second happening at the meeting was a disgrace. It seems that our president, Dominic, has a friend who wants to liquidate his entire stock of commercial and public domain disks. It had been arranged that Dominic would bring these to the meeting so that our members could examine them and purchase whatever they wanted. They were for sale at 50 cents per disk. Many had programs on both sides. This is just a few cents more than the price for which we sell blank disks. This was really a fantastic bargain and there were several hundred disks available from which to choose. Dominic set them all out for perusal and sale on the honor system. Pick out the ones which you want, count them up, and pay 50 cents apiece. When the meeting was all over, and everyone went home, Dominic counted up the unsold disks and found that 46 disks had been taken, but not paid for. What a revolting situation!! Our club will have to pay Dom's friend for those disks.

I have read many accounts of software piracy, but this is outright thievery. We should all be ashamed that it happened and that we must bear the guilt for the one or more dispicable characters who have perpetrated this deed. I am glad that I was not there to witness it.<>

MEETING NOTICE

Our meetings are usually held on the first Thursday evening of each month. However, because the first Thursday in September is so close to Labor Day, the membership decided to schedule the September meeting for the second Thursday of the month. Therefore, the next meeting will be on Sept. 10, 1987 at 8:00 PM at 100 High Point Drive, Hartsdale, NY. in the recreation room on the ground floor. Tell the guard that you are attending the Atari meeting. When you come into building 100, press the Black button for the guard to open the inner door. For travelling directions call Henry Jacoby at 914-761-8664.

The club has expanded its public domain library and Henry Jacoby will have new disks for sale. They will be available at the September meeting. Be sure to attend and purchase your copies.<>

HAPPY 1050 CONTROLLER

by John Palmer

Some time ago I decided that something was missing from my computer set-up so I bought a second disk drive and a HAPPY ENHANCEMENT. It allowed me to enjoy programs written for two drives and it cut down drastically on disk swapping when doing file maintenance etc.

Of course, the HAPPY ENHANCEMENT allowed me to back up all my software, contributing much to my peace of mind. Having only one HAPPY, however, I was back to disk swapping again.

I had a hard time justifying buying another ENHANCEMENT until HAPPY sent out a notice announcing a sale. Well, now I had no choice, the ENHANCEMENT was only $99.95! And that wasn't all, if you bought the CONTROLLER (now only $19.95), you could get the ENHANCEMENT for $89.95! That did it, I went back to the piggy bank and drew out my life savings.

About six weeks later, I received my latest addition. After carefully reading the instructions, I prepared to tackle the installation job. The installation of the previous HAPPY was a snap (if you followed the excellent instructions supplied) but the CONTROLLER seemed to be a bit more difficult. I got the necessary tools and workspace ready and proceded to install the HAPPY board. Before re-assembling the drive, I was instructed to install the CONTROLLER at this time. There is no soldering required, but some careful reworking of the drive's case had to be done to fit the board and switches. Once again the instructions were excellent. I took my time, and with the "help" of my eager 9-year-old son soon had a super modified drive.

OK, What does it do? The CONTROLLER does two things; 1) the upper (two position) switch allows slow/fast selection of the high speed read/write feature. This lets you boot a program that normally requires an un-HAPPY drive and then switch to fast for later disk access. (This works great on graphic adventures that load the pictures from the disk; the scenes are drawn three to four times faster); 2) The lower (three position) switch controls the write protect system. With this switch in the upper position, writing is enabled regardless of the disk notch or tab protection. In the center position the disk is protected and in the lower position the drive behaves as if un-modified. A yellow LED between the switches warns you when write is enabled.

You can also choose two other configurations of the write protect circuit to customize your drive. Software/hardware priority can be altered to please the user.

All in all, it is, to me, a worthwhile supplement to the HAPPY ENHANCEMENT. I congradulate Richard Adams (HAPPY COMPUTERS Inc.) for another fine product. Incidently, an excellent customer service department is available in case of problems.<>

FAREWELL JOHN PALMER

by Rolly Herman

We all deeply regret that John Palmer is leaving our area. He has been a hard working Sec/Treas. and has worked diligently as The W.A.N.D.'s advertising manager. He has been a close friend to me personally and I will miss him. John wrote numerous articles for the W.A.N.D., gave demos at meetings, and was active at SIGS, BBS's, etc.

John is planning to contact a user group in his new area, or if there is none, to form a new one. He also expects to keep in touch with us via mail, phone, BBS, etc.

We all wish you, John, the best of health, happiness, and success. May your relocation prove to be a blessing to you and your family. Good Luck and Happy Computing!!<>

GOODBYE

I want to take this opportunity to say goodbye to the members of this group, some of whom I have established close relationships with during the past few years. Regrettably, I must leave this area and give up the ability to attend meetings. This necessitates leaving my post as secretary-treasurer since I will be gone by the end of August. I will, however, remain a member and correspond with the group on a regular basis.

I must also thank all of you for the help I have received and the good times we have shared. Anyone wishing to contact me may do so by phone or mail.

John Palmer
P.O. Box 42
Meridale,NY
13806
607-746-3985

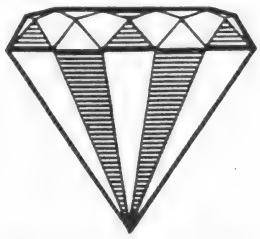
<>

*** >> SIGS << ***

There will be two SIGS (Special Interest Group) during the month of September. On Wed. Sept. 16 at 7:30 PM at H[illegible] Jacoby's the SIG will be concerned with using the GEnie network.

The second SIG will be for beginners at Don Minnitte's at 7:30 PM on Mon. Sept. 21.<>

[Editor's Note: The following article was reprinted from LOCO Express, June, 1987 issue, with our thanks.]



Eight Bit Gem.

After finding the demo of GOS and seeing the interest that it generated I became anxious to speak with David Sullivan who wrote the program. After attempting to call Mr. Sullivan to no avail on two occasions I contacted ANTIC magazine. My hopes in doing this were that ANTIC would be familiar with David Sullivan, GOS or both. As it turns out ANTIC claimed never to have seen the program and also that David Sullivan was news to them. Lets begin at the beginning. At ANTIC I spoke with a few clerk types before being connected with Charlie Jackson, ANTIC's editor online for Comp-U-Serve. He seemed very interested in a graphic operating system for the 8-bit ATARI, so much so in fact that he expressed a desire to obtain a copy immediatly by down loading it from the RIACE BBS. I gave Mr. Jackson the RIACE number and true to his word he got online and downloaded GOS the same afternoon. When I last spoke to Mr. Jackson it was understood that he would leave me a message on Comp-U-Serve regarding his success in locating David Sullivan and getting a more complete version of GOS. I was back in touch with Mr. Jackson on Friday afternoon. He had indeed reached David Sullivan and was at the moment looking at a newer version of GOS that David Sullivan had sent him via David's BBS. He told me further more that David Sullivan had written still a third version that is in machine language, took up less memory and is 100% graphics. ANTIC went on to say that they were willing to purchase this GOS from David Sullivan if he failed in his efforts to reach an agreement with ATARI for purchase of same. Also ANTIC promised to credit RIACE with pointing out the benifits of this program to them. Now I went ahead and gave David Sullivan a call. I told him over the modem who I was and that I had called ANTIC magazine. David came online and agreed to go voice for a chat. He said he was quite surprised to hear from ANTIC at this time since he had sent them a copy of GOS when he first wrote it as a demo way back in "85". He also sent a copy to ANALOG, Comp-u-serve and GENIE. David said he told all of them that he was giving it away and they could do with it as they please. No response followed. David explained how he had written this program in one evening to bring to a user's group meeting as a demo. He wanted to show it because on that night this particular group was showing an ST and an AMIGA. David thought it would be nice to show an 8-bit running on a graphic operating system. He placed it in the public domain and went to work on a newer version written in machine language that has many additional features. His new version which is under consideration at ATARI as their new operating system is 100% graphics. It has windows and movable icons and David who owns both an 8-bit and an ST considers it to be a little faster than the ST version, while almost identical in looks and usage. David Sullivan has written many programs for the 8-bit ATARI. On many occasions he has written a program for a specific user's group and allowed that group to do as they please with the program, whether that be to sell it or just distribute it under the user's group name. He said that perhaps he could do somthing like this for RIACE, since he was quite pleased that we had been the cause of renewed intrest in the GOS program via ANTIC magazine. He also said he hoped to be able to send us a sample of the new machine language version which is called DESKTOP.

CONTINUED on NEXT PAGE

BLAZING PADDLES

REVIEW BY ROLLY HERMAN

Until recently, the MicroIllustrator program used with the Koala pad has been the best drawing/painting program available. However, it does have some shortcomings. The main one is that it has NO provision for printing out the drawings. The artwork which you painstakingly produce must be saved to a disk and then a screen dump has to be used to produce a hard copy on your printer. Also the usual format in which the artwork is saved is a type of compressed format (less than 062 sectors) which is fine for getting more pictures per disk, but most of the screen dumps use 062 sectors, so the pictures have to be converted. This is a nuisance. There is a shortcut, using the INSERT key, but there are problems with filenames, etc.

Along comes Blazing Paddles, which is like an updated revision and modification of the MicroIllustrator program with quite a few additions and enhancements and especially the ability to produce a very fine hard copy print-out.

Blazing Paddles comes on a disk with the Commodore version on one side and the Atari on the other. It will work with the 800, 800XL, 1200XL, 65XE, and 130 XE with at least 48K of RAM.

The manual is written for the Commodore version with a separate insert for the Atari. (Atari seems to be a step-child). For the Atari, the program will work with the Koala Pad or Atari Touch Tablet, paddles, Joystick, and certain models (but not all) of light pens. I was able to use the light pen made by Tech Sketch, but not the Atari light pen. If you use a light pen, you must remove all screens in front of the TV or monitor. The light pen MUST be placed right against the picture tube.

The main menu is similar to MicroIllustrator with icons to choose from for the various functions. There are a few more options than found in MicroIllustrator such as Spray, and Shapes, and one that I like particularly, Text. There is also an Undo function which will erase the last item placed on the picture. Another very handy function is Scroll which allows you to move the entire picture up, down, right or left. There is a cut and paste function called window which is also quite handy and a library of pre-drawn shapes that can be used alone or added to your own pictures.

The pictures can be saved and loaded to and from disk without any problem. They are in the standard 062 sector format and can be converted back and forth when used in any one of the conversion programs. Pictures from other programs (including MicroIllustrator) that are converted to standard 062 sector files will work fine with Blazing Paddles.

When ready to print out your picture, there is a menu selection for printer drivers. Choose from Epson with Graftrax, Gemini, Panasonic, or the Okimate 20 for a color printout (using a color ribbon). The printout is full page and on a black and white printer the colors come out in shades of grey.

CONTINUED in NEXT COLUMN

To summarize, I believe that Blazing Paddles will supercede MicroIllustrator as the picture program of choice. It seems to do everything that the latter did plus a great deal more. If you have a Koala pad you will like the extra features available. From now on, when I use my Koala pad, I will be with Blazing Paddles.<>

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All in all, it made for interesting conversation and puts RIACE in the enviable position of getting some pretty hot inside information. I will do my best to follow up on this and I will make copys of David Sullivan's catalog for our membership as soon as it arrives.

[Editor's Note: See the follow up article "GOS goes GOE" in this issue.]

[Editor's Note: The following article was reprinted from NYBBLES & BYTES, JULY, 1987 issue, with our thanks.]

ANTIC'S JUNE '87 CES REPORT

BY NAT FRIEDLAND, ANTIC EDITOR

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Atari's 8-bit computer line is far from dead -- with a new double-speed,double-density 5 1/4 inch disk drive due this summer, as well as the long-awaited 1200 baud plug-in modem and the 80-column box...plus the XE Game System that comes with 64K, a keyboard, a light gun and Flight Simulator II.

The ST has yet another new wave of remarkable and mind-boggling products on the way. Within our first hour at CES we saw a 4-megabyte memory board that goes into any ST without soldering, and the Hybrid Arts ADAP Soundrack CD-quality stereo sampling and editing system that competes with the vastly more expensive Synclavier and Fairlight in high-end MIDI.

And these are just quick first impressions from the opening hours of a Consumer Electronics Show that supposedly was not going to produce any major new Atari announcements... The first day of CES is still underway as I write this on Antic's trusty Radio Shack 100 in hopes of catching a special Saturday merge that ANTIC ONLINE has arranged with CompuServe. So let's get right to the opening round of news:

8-BIT UPDATE

We'll start with the good news for 8-bit users. The XF551 disk drive is the big surprise. It's a compact 5 1/4 inch drive in XE gray, about 3/4 the size of the

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now-discontinued 1050 drive and priced in about the same $160 range as the 1050. The XF551 is also claimed to be 2.9 times faster than a 1050 and boasts true double density -- as well as automatic compatibility with every other density format ever used for the 8-bit Atari. It seemed clear from talking to a number of Atari sources that a 3 1/2 inch disk drive for the 8-bit computers is now unlikely to be produced.

The XF551 drive will have a new ADOS operating system which is nearing completion by OSS, the creators of DOS 2 and DOS 2.5. Promised features of ADOS include a tree structure allowing directories and easy toggle between menu or command operations.

According to Atari's Jose Valdes, the key engineer/designer of the new XE products described in this dispatch, the first XF551 drives can be expected to start trickling into the stores by July. The same July arrival date now holds true for the 80-column XEP80 display box (reviewed in the July '87 Antic) and the new 1200 baud SX212 modem. Valdes says both products have been delayed by a wait for delivery of main chips, but all other components and packaging are stockpiled in readiness for assembly at Atari's Taiwan factory.

AtariWriter Plus 80 was operating on the XEP80 in a razor-sharp 80-column display at the Atari Booth. The SX212 modem will be bundled with a new version of Keith Ledbetter's famed Express software which the author is scheduled to demonstrate later in the show.

XE GAME SYSTEM

The first working pre-production prototypes of the XE Game System were on view atop the roof of Atari's large booth structure, along with a real Cessna airplane that Atari somehow got into the new CES North Hall. The Game System is essentially a two-piece 65XE computer that costs as much as a 130XE.

But instead of 128K memory, you get a light-gun, a joystick and three games -- Flight Simulator II on cartridge, Missile Command in ROM and a pistol game called Bug Hunt. At least 18 arcade and disk best-sellers are now promised for Atari cartridge by Christmas, including 1 On 1, Gato, Midnight Magic, Karateka, Choplifter and Blue Max. Most titles are to sell for $19.95 each.

Atari Software Director John Skruch says the XE can get as much as 256K on a bank-switching cartridge. Flight Simulator II only required 128K. Two hard-hitting TV commercials for the Game System were on Display. The system is designed to be sold in separate pieces overseas. Eventually the light-gun will be available in the USA as an 8-bit peripheral. An ST mouse will work on the XE Game System in trackball mode.

8 BIT PRODUCT ROUNDUP

"Okay, all those letters this month from Antic readers have convinced us there's still an 8-bit Atari market out there," said Springboard Software president John Poulson at his company's CES booth. "You'll be glad to know that Springboard has now started work on an 8-bit Atari version of Newsroom.

Newsroom is a popular entry-level page layout program for easy newsletters. Springboard is already showing an ST version of their Certificate Maker here, this product is currently shipping.

Good news for Atari graphics users who have been trying to find a touch tablet. Suncom's Animation Station for XL/XE is now available. The included software provides many pre-drawn pictures as well as automatic shape generation. The tablet can be used in place of joysticks or paddles to control any standard Atari software, according to Suncom.

At Antic's suggestion, Suncom is now looking into converting their convenient keyboard-mounted joystick for use with the Atari 8-bit and ST.

Strategic Simulations Inc. had extra reason for celebrating at their suite, high above the Chicago River. Last week they signed a contract with TSR to start the first computer versions of the original Dungeons and Dragons games. You should be able to play D&D on your Atari by Christmas.

Datasoft, now being released through Electronic Arts, has two welcome 8-bit titles due out before July. Video Title Shop ($29.95) lets you create colorful animated sequences with graphics and moving text -- which can be transferred to your videorecorder tape via standard electronics cables. Video Title Shop includes the Micro-Painter Plus paint program and a library of built-in borders and screen images. Scrolling, position-changes, fadeouts and a whole range of video special effects are supported. A second disk of video "clip art" for the program will also be released this year.

Also from Datasoft at $29.95 is the second installment of Alternate Reality -- The Dungeon -- which seems to play much faster and more conveniently, with less disk swapping than the earlier installment of this large-scale graphics adventure game.

Most of the unreleased software on display at CES was promised for shipment by early summer. One of the few new packages I was actually able to bring back for review is... Virtuoso. This is the long-evolving music/graphics storyboard system that Antic previewed *almost two years ago*. The XL/XE version is $49.95 and the ST version is reportedly well along in development.

Infocom had two of its top adventure programmers on hand at the show --Dave Lebling (Lurking Horror) and Steve Meretzky (Stationfall, Hitchikers Guide). Brian Moriarty was left home in Boston to continue working on the new Beyond Zork project which will blend role-playing with the text adventure format.

Activision, Infocom's parent company, had only two arcade cartridges for the Atari 2600, Kung Fu Master and Commando.

AVATEX 2400 BAUD MODEM

Avatex, well-known for its low-priced Hayes-compatible modems, now has a speedy 2400 baud unit. List price is $319 but previous Avatex modems have been dramatically discounted.

We ran into some offbeat items for souvenir-hungry Atarians. Classic Covers offers protective covers for Atari computers, monitors, disk drives and printers -- all emblazoned with a big golden fuji symbol and the Atari name.

Another company was showing credit-card-sized pocket calculators featuring the fuji and Atari name.

By the way, Atari used the CES opening to announce that they had a 45% increase in first quarter sales this year -- $65.1 million -- and they were making a 2-for-1 stock split.

This news bumped up the price of Atari stock by about $5, to over $30 per share.

[Editor's Note: The following article was reprinted from LOCO, Aug., 1987 issue, with our thanks.]

COMPUTER USERS FALLING VICTIM TO NEW VANDALS

The Evening Post
Charleston, SC, Tuesday, May 19

NEW YORK (AP)--Unsuspecting computer users are falling victim to a new breed of vandals who sabotage computer bulletin boards with sophisticated programs that erase and scramble computer files, according to a published report.

The programs, known as trojan horses, pretend to be something useful, like a word processor or game program, but instead erase or scramble data stored in computers, The New York Times reported in today's editions.

The vandals, using telephone links from their computers, are transferring the destructive programs onto the electronic bulletin boards hoping to fool thousands of people into using them in their own computers at great harm, the Times said.

The practice is stirring mistrust and anger among business executives, academics and hobbyists who exchange free computer software on the bulletin boards.

"It's like poisoning the candy in the supermarket on Halloween," Ross M. Greenberg, a Manhattan computer consultant, told the paper. "I guess the people who devise these things take pleasure in destroying other people's work."

The paper said the programs began appearing several years ago and have reached a level of sophistication that allows them to sometimes outfox computer experts who are on guard for them.

Some of the dozens of trojans in circulation begin their destruction within minutes, while others perform as legitimate software for weeks or months and then touch off an electronic time bomb, the Times said.

The trojan software represents another chapter in the exploits of computer hackers, who devote countless hours to computerized subterfuge. Yet unlike hackers who amuse people with their cleverness, "the hacks who write trojans are simply mean-spirited and malicious," Dave Bayer, an assistant professor of mathematics at Columbia University told the paper.

The people who write and distribute trojans enjoy the same anonymity as prank phone-callers, the Times said. Even if a writer were identified, it would be a vexing task to find an applicable state or federal law for prosecution.

Greenberg said there are several defenses against the trojans, including software programs that alert computer users to suspicious activity.

RANA DRIVE REPAIR

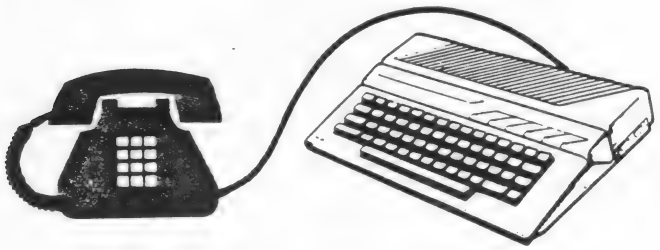
[Editor's Note: The following article was excerpted from The Atari Federation newsletter, Aug., 1987 issue, with our thanks.]

Answers-Tips-and Relevant Information
by Paul Alhart

RANA:

If you own a Rana Disk drive, sooner or later, the disk eject spring is going to break. When it does, go to your local hardware store, and pick up a 1/4" Molly Bolt. The spring used in the Molly Bolt is just what you need.<>

[Editor's Note: The following article was reprinted from LOCO Express, June, 1987 issue, with our thanks.]



29% OF HOME COMPUTERISTS HAVE MODEMS

It's not the most cheerful assessment we've ever heard, but... Computer + Software News, a prestigious trade newspaper that covers the software industry, recently surveyed home computer users about what peripherals they have on their systems and found that only 29 percent have modems. Furthermore, only 11 percent of them said they plan to buy a modem in the near future. Dan Janal, a New York correspondent for CompuServe's Online Today electronic edition, says at least part of the problem for the depressed (and depressing) sales may be a lack of consumer understanding of modems. Carl Gritzmaker, president of modem-maker Migent, says, "It's a question of educating consumers and a question of the variety of sources of information available to consumers over the phone lines. The modem will become essential as consumers do more banking and paying bills by phone with new vertical market software programs. "One of the reasons there's a lack of penetration of modems is the disproportionate price between a modem and the PC system." Maybe so. Certainly gives us something to reflect upon...

WRITE AN ARTICLE FOR THE W.A.N.D.

[Editor's Note: The following article was reprinted from LOCO Express, June, 1987 issue, with our thanks.]

ATARI NEWS

Reprinted From MICHIGAN ATARI MAGAZINE by permission.
Compiled by John Nagy

The ATARI IBM CLONES may NOT be a reality, on the other hand... for a while, anyway. Two problems are the major hangups: negotiations for GEM for the machine, and FCC acceptance. Neither area has had any positive movement, despite ATARI's optomistic projected "spring '87" release of the $500 do-it-all PC compatible. The GEM interface, owned by DIGITAL RESEARCH Inc., would make over 700 ST titles directly portable to the machine, but according to DRI, no agreement is near on the licensing of the interface. Additionally, FCC type acceptance is necessary for any commercial computer product, a process that can take literally forever, but never less than about 40 days. ATARI hasn't even APPLIED for approval, since there is not yet a finished production model. Industry observers note that the announcement has seriously turned down the purchases of the ST machines, and that the lost sales cannot be made up for within the ATARI line because the new machine isn't ready. This is exactly how OSBORNE COMPUTER CORP put themselves out of business a few years ago. They announced that a great new machine would be out shortly, which killed sales of their available product, and then couldn't produce the new product due to lost revenue and production problems. Can't ATARI learn from history?

[Editor's Note: The following article was reprinted from The Pokey Press, Oct., 1986 issue, with our thanks.]

WRITE 80
80 COLUMN WORD PROCESSOR
(C)1985 MTS SOFTWARE

By Al Tressel

WRITE 80 is the first 80 colum word processor I have seen for the Atari 8 bit computers. Ever since I bought my first computer back in 1978, the venerable TRS-80 Model 1, 80 columns on screen has been sorely missed on my Atari 800. Now we Atari owners can finally have an 80 colum word processor with NO ADDITIONAL HARDWARE REQUIRED. You just boot the program up and voila, 80 columns! The readability of the characters isn't bad, and I only have a regular TV set as a monitor. I would like to see this program on a color monitor, as I am sure the clarity would be greatly increased.

One of the features I like about this program is that many of the commands are the same as those used with Atariwriter. Commands such as Control-J for Justify, Control-C for Center Line, and Control-Delete for Delete Space, are the same in Atariwriter. This feature makes you feel right at home, so you don't have to worry about learning a whole new set of commands.

One of the main differences between WRITE 80 and Atariwriter, is that WRITE 80 is a "pager". That is, you write one page of text at a time and save it on a data disk. Pages are numbered in the sequence in which they are to appear in the text. Page numbers can be changed if you wish to rearrange the sequence. In this way pages can be merged or appended into existing text. The reason for this is that in order to attain 80 columns on screen, the program had to be written in graphics 8 (high resolution). So the program doesn't scroll text one line at a time. Instead any 19 line portion of a page can be displayed on command.

Some of the other features of WRITE 80 are Search & Replace, Search, Delete All Text, Delete All After Cursor, Justify Text, Unjustify Text, Print Text, and Center Line. There is also a buffer save which allows you to save any part of your text to a buffer and re-insert it anywhere within the text. There is also a Help Mode, which allows you to view your document as it will be printed. While in the Help Mode, you can make formating changes such as top margin, lines per page, left & right margins, etc.

All in all, I was very impressed with this program and I highly recommend it to any Atari owner who would like to have a full scale 80 colum word processor just like the "Big Boys" have! WRITE 80 is available from:

MTS Software
P.O. Box 623
Williamsville, NY 14221
(716) 634-0578

[Editor's Note: The following article was reprinted from NYBBLES & BYTES, JULY, 1987 issue, with our thanks.]

XF551 AND ADOS

Here's some additional details about the new Atari 8-bit disk drive and other Atari hardware.

Essentially, the XF551 is an adaptation of the standard disk drive mechanism being used for Atari's IBM clone. The 360K, double-sided, double-density 5 1/4 inch disk drive runs 2.9 times faster than the Atari 1050 and is due in the stores this summer at a $199.95 list-price.

The XF551 can automatically adapt itself to today's single density and enhanced density DOS disks. However, ADOS, the new OSS operating system coming with the XF551 includes a tree structure allowing subdirectories, easy switching between menus or keyboard commands, and a high degree of file recovery safety.

Bill Wilkinson of OSS says that ADOS will run on any Atari-compatible disk drive, from the old 810 to a 16Mb hard disk. Although 8Mb is the upper limit for efficient operation, a larger hard disk can be partitioned into several logical drives. DOS 2 and 2.5 files can be read into ADOS, but ADOS is not fully compatible with the older operating systems.

Along with the XF551, the Atari products announced in January at the previous CES are now also scheduled for summer release. This impressive list includes the Mega ST in 1, 2 and 4 megabytes, a $1,500 laser printer, the Atari PC clone, the $150 XE Game System version of the 65XE, the 80-column XEP80 display box and the 1200-baud SX212 modem.

By the way, Atari is going back to Chicago in three weeks, where it will show off the ST's MIDI power and become the first personal computer company ever to exhibit at NAMM, the musical instrument industry's show.

MEETING MINUTES

by Ed DiMaria

Our monthly meeting was held on Thursday, August 6th. The minutes of the June meeting were read and accepted. The Treasurer's report will be read at the next meeting.

One of our members was a little frustrated that he was not informed of the SIGS that had taken place between meetings as he had not attended the previous meeting. After some discussion we agreed that anyone who cannot attend a meeting should contact any member of the executive committee (our phone #'s appear on the last page of THE W.A.N.D.) to find out about any of these SIGs.

Two new members, Wolfgang Rasche and Norman Olton, were welcomed by President Don Minnitte and they introduced themselves.

Henry Jacoby indicated that he would sell our lib disks by having members give him a call and make arrangements to come up to his apartment. They could preview and purchase the disks, thus avoiding any unnecessary copying and letting you know what are on the disks.

Lewis Sunderland indicated that he had uploaded some

CONTINUED on PAGE 9

[Editor's Note: The following article was reprinted from The R.I. Reporter, May, 1987 issue, with our thanks.]

GOS goes GOE

By Alan Roseman

a RI ACE Exclusive

GOS NOTES FOLLOW UP
By Alan Roseman

Well, it's been awhile since I wrote "GOS NOTES" for our newsletter. We have all been waiting patiently for Mr. David Sullivan to send us some updated information. For those of you who missed the article Mr. Sullivan wrote " GOS", a graphic operating system for the 8-bit ATARI.

The version we received was incomplete and was only the beginning of the finished program. Mr. Sullivan had promised to keep us informed of the "GOS" programs development. What follows is a brief account of the latest information sent to us from David Sullivan of TOTAL CONTROL SYSTEMS.

In a short letter Mr. Sullivan thanks us for creating new interest in his GOS program. He also sent us information regarding his BBS programs BBSxe and BBSst. The information on the BBS programs was turned over to our RIACE sysop, Bob Burns, at the last meeting. This may offer RIACE an alternative to waiting for ST EXPRESS !. RIACE is fortunate to have a Bob Burns to sort through the plethora of information regarding BBS's and their operation.

Now then, "GOS" has been given a new name since we last touched base. It's new name is "GOE" for Graphic Operating Enviornment. It will require an ATARI computer with at least 64k of memory. It will operate with an ATARI MOUSE or ZOBIAN CONTROLS RAT as an option. It is scheduled for release in the Spring-Summer of 87.

GOE will include goDESK and goPAINT in it's introductory package. Another program called goWRITE will be made available to all GOE owners for $14.95, and will include ver 1.1 of GOE which will follow the first release.

GOE will work as an OS, but requires the user to provide a DOS, thus maintaining it's compatability with most ATARI DOS systems, including SPARTA DOS. In this way GOE will be compatible with most new programs being made available for the ATARI 8-bit.

Here are some descriptions of the individual programs available in GOE. goPAINT is a mouse controlled paint program, it features a half screen paint mode and icon window at the bottom. goPAINT features different brush types, multiple font styles, spray paint, object moving, circle drawing, real time magnification (always present in icon window) and more. goPAINT will allow you to paint in antic mode E (like ATARI TOUCH TABLET) or graphics mode 8 (300 x 200 resolution).

The GOE product line will be expanding and will soon include, goWORD a full blown word processor, goTERM a terminal program, goINDEX an index program to keep track of your phone numbers or address book, goBASIC a program to allow ATARI BASIC from a window and much more.

GOE will be available in May (87) and GOE ver.1.1 will then be released in July (87). If you would like more information on this product send a S.A.S.E. to TOTAL CONTROL SYSTEMS. If you like, you can make an advance order and be notified immediatly of the programs completion.

The address is:
TOTAL CONTROL SYSTEMS
4156 TOLOWA STREET
SAN DIEGO, CA. 92117

I think that such a vigorous programming job should be acknowledged. If you feel inspired to do so, please send Mr.Sullivan the S.A.S.E. that he asks for. As we all know it is always nice to hear that people are appreciative of your efforts. Also this may serve to keep programmers such as David Sullivan interested in producing quality 8-bit software.

I know that David Sullivan has already purchased an ST. So again, it will be to the advantage of the ATARI 8-bit users to make such people aware that interest and demand DO exist.

Tell him RIACE sent you.

(Editors note: May 15th it should be noted as of may 15th RI ACE has yet to receive any software from Mr. Sullivan. Both Alan and Bob Burns have left him E-Mail on his BBS and Compuserve which he did not respond to. In an eariler call he told bob Burns that he had sent the Total Control BBS ST to him and that RI ACE could beta test it. Unfortunately Mr. Sullivan's credibility is at stake here and it does not seem more than just another case of vaporware. Hopefully the package will arrive or Mr. Sulluivan will respond to our inquires.)

MINUTES CONTINUED

files which he had written, onto Compuserve, that would take a Syncalc database and document its' index and also modify look-up files. He is willing to make copies for anyone who is interested.

The ST color system is now selling at about $500 and Dom brought to our attention that the 8-bit emulator exists but that it runs very slowly. He feels that once it's in the public domain someone out there will make it run efficiently. I am sure a few of us will get serious about purchasing the system if this occurs.

Rick Greenspan had some problems during a recent electrical storm. It seems that although his system was turned off, his Indus drive became inoperable. He found a service that will swap drives for $65. Anyone having similar problems should give Rick a call for details.

Rick also wished to acknowledge Henry Jacoby for popularizing our group through his recruitment of many of our members. He made a motion to give Henry the title of Public Relations Director of the Group. This motion was unanimously accepted.

Henry advised us that he would not be able to use the conference room on the first Thursday of September so a motion was made and seconded that our next meeting will be held on Thursday September 10th.

Dom Minnitte asked if anyone was interested in a SIG. After some discussion we agreed on having two SIGS. The first SIG will be on GENIE, a service that a lot of us are starting to access. The date is September 16th. at Henry Jacoby's starting at 7:30. The second SIG will be for beginners, although I'm sure we could all learn a lot from it. We will try to cover all the basics, from equipment operation and DOS to any shortcuts we have learned. The date is September 21st.,7:30, at Dom Minnitte's. Call for directions.

The meeting was adjourned at 9:45 and I gave a demo on Crossword Magic, a very nice puzzle generator, and The Electronic Cookbook, a potpourri of financial calculations that is user friendly.()

[Editor's Note: The following article was reprinted from The R.I. Reporter, May, 1987 issue, with our thanks.]

Atari Shows New Colors

GERMANY: Atari Corp has shown its new line of computers at the Hanover Computer Fair in Hanover Germany. The Hanover Fair is the largest in Europe and can be used as a predictor for the upcoming Comdex Show in Atlanta on June 4th and the CES in Chicargo on May 30th.

The Atari booth was buzzing with the new Mega ST computers in a new style and color.

Blue and White

The color is blue and white and the style is sleeker. It seems that Atari had shown a proto-type of the Mega STs at the CES in January but it was more or less an 520 ST with a CPU Box. Now the keyboard component is smaller and the keys are more sculptured. Also the keyboard is not as spongy as the 520 ST. The Mega STs will not be called Mega. It seems that if you say mega fast three times it sounds like another computer that is competing against Atari: AMIGA. So Atari right now is exploring possibilities for the new computer's name. Right now some mail order companies are calling it the STFX1-4. One being one meg and all the way up to 4 for four meg of ram.

The new STFX system will be an upgradable system with a detachable cord to link it to a slot card expansion box. This expansion box will also be available to present ST owners. That way we all will be able to expand when the time comes. And the time may well be too soon because the new Atari Laser Printers have now been released in Europe. Packaged with the premier Desk Top Publishing System: **READY, SET, GO!** the ST system with it Laser Printer and 4 Meg CPU is the most powerfull desktop publishing system that you can buy for under $4,000! It by far and away will become a force to recon with in the popular field of Desktop Publishing. READY, SET, GO! is a very powerfull system and is one of the premier desktop publishing programs for the Apple Mac. Coupled with the 4 meg ST and the laser printer it will become the most afordable home or office desktop publishing system on the market. (Editors Note: This is not to put down Publishing Partner which this newsletter will be continued to be done on. Publishing Partner's owners would not part with its exclusive ownership. Shawn Fogle and his partner felt Atari did not make good on its promises and made late payments for services rendered. So they opted not to license PUBLISHING PARTNER to Atari for its laser system. ST Applications-May Issue.) READY,SET,GO! is considered by many experts to be what Atari needs to gain respect in the desktop publishing industry. Add the powerfull Wordperfect Word Processor and you may have the best desktop publishing system ever. The ST is more powerfull than both the MAC and the IBM PC and it was only waiting for the software to make it competative with the other two systems. Now that the software is here Atari can boost of having the most powerfull system available. With the low price of $4,000 for a complete system it will become the best buy of 1987! The badly needed publicity which Atari is lacking will come from all areas. But Atari has to make good its promise of releasing the Meg STs with the laser printer. The original promised date was June 1987. This was thought to be in the United States and not Europe. By my calculations we probbly wont see the Mega STs and the laser printer until early winter 1987. Hopefully they will be ready to be shipped when we have our fall ATARI

Ready, Set, Go!

FEST at the Worcester Centrum on Columbus Day weekend. This Atari Fest will be the largest on the eastcoast and will feature hundreds of vendors and industry representatives. RI ACE will be there with a booth and may be featuring ICD products. (Right now we are in the process of negotiating with ICD about showing there product line at the ATARI FEST. Stay tuned for details.) We have a large contingent of members going with us to th Fair to man our booth and to help Ala Glick, ST Director from the BCS who ar sponsoring the show) with setting up th equipment. This will give us the opportunit to attend the press conference on frida night. Getting back to the Laser System S if it is ready for shipment at the show the this show will be an historical event in Atar history. It will mark the entry of Atari int the mainstream of respectability in deskto publishing and business computers. W will finally be able to say we own an Atar and not be ashamed of others thinking it is game machine. Respectability in itself wi catapult the Atari Corp into a solid compute manufacturer for years to come, keeping current with software and hardwar expansions.

Atari Fest Oct. 10

You can look for also in the near future a expansion box for all ST models that will be expanable to 16 meg. Also a powerfull image scanner by Softlogik that will be affordable and easy to use. Its graphics capablities will vastly improve the graphic libraries of Publishing Partner and Ready Set, Go! More software for the 8 bit system is in line also. Atari has revamped its 8 bit system into an XE game system expandable to a computer and disk drive (The Adam may be resurrected?) . It will be estentially an XE computer with a detachable keyboard and a new sleek 5 1/4 disk drive. It will run all the current software as well as some new carts. Also it will have an adapter to run 2600 carts. Atari has finally bent under criticism and called its 8 bit sytem a game machine. But not to let a good thing die which it is slowly doing, it has repackaged it as a game system. Hopefully this will cause the software producers to start making programs for the 8 bit system again. The future looks bright for Atari. And for those of us who own Atari computers, especially the ST systyems, it will be a ttme for new inovative applications we never dreamed of.

- Call the RI ACE BBS 24hrs/day 7 days/week at 401-521-4234 -

Change Defaults in AtariWriter Plus

A-T-A-R-I
Answers, Tips, And Relevant Information
by Paul Alhart

[Editor's Note: The following article was reprinted from The Atari Federation newsletter, July 1987, issue, with our thanks.]

I really tire of doing the same thing over and over again. After all, I have a computer to do that kind of thing for me, don't I? AtariWriter Plus is a pretty decent word processor but every time I load it up I have to go to the Global Menu and set the defaults the way "I" want them. I happen to like my margins different than ATARI does. If I want to do Double Column Condensed Printing, like for this News Letter, then it's back to the Global Menu to set the Font, Left Margin, Right Margin, 2nd Left Margin, 2nd Right Margin,.... Now what was the value to use for the 2nd Left Margin? Anyway, wouldn't it be nice to have them already programed in? Well, (I bet you guessed) YOU CAN!! And you can have TWO (2) sets of YOUR defaults loaded in at the same time. What?? Two sets?? Yes, and here is how.

At the bottom of the Global Menu it says "Press TAB for defaults". There are already two sets of defaults. ATARI just chose to make them both the same. The first set loads in when the program is first booted up. The second set loads in when you press TAB from the Global Menu. The only catch is that they aren't the defaults WE want. So WE will just have to change them. That's exactly what the following Type In Program (AtariWriter+ Default Adjuster) allows you to do. And it will work on either the 48K or the 130XE versions.

I tried to keep the program as short as possible without using any "special" characters. As a result there are a few important precautions to follow.

1 Type it in carefully and save it to disk. Double check lines 700. to 730. Why not make an extra copy for the Club Library while you are at it.

2 Copy the file "AP.OBJ" form your AtariWriter+ disk to a freshly formatted (Single Density) (BLANK) disk.

3 Make another copy of AP.OBJ just to be safe.

4 RUN AtariWriter+ Default Adjuster and follow the prompts. You can enter any number from 0 to 255 for each default value, but AtariWriter+ is fussy. Page Wait for instance can only be a 0 or a 1, so enter with care.

5 Copy AP.OBJ back to your AtariWriter+ Disk.

That's all there is to it. You now have two sets of defaults (of your choosing). One when AtariWriter+ first loads, and the other any time you press TAB from the Global Menu.

!!!!NOTE!!!!

AtariWriter+ uses a bad sector for it's Copy Protection. This sector is not "in" the AP.OBJ file, or any of the files for that matter. This allows you to copy the files back and forth without problem. Just don't Format your AtariWriter+ Disk. The bad sector is checked by the program and will not run without it.

If things go sour, just Copy that back up copy of AP.OBJ that you made in step 3 back to your AtariWriter+ Disk and you'll be back where you started.

Now, Can anyone tell me how to disable that awful bell without having to type"Control B" every time I load up AtariWriter+???

```
1 REM AtariWriter Plus
2 REM Default Adjuster
3 REM by Paul Alhart for
4 REM The Atari Federation
5 REM July 1987
6 REM
10 DIM A(55),B(27),A$(3):C=0:E=0
15 ? CHR$(125);"Place disk containing 'AP.OBJ'":? "in Drive #1."
20 ? "Press RETURN when ready":INPUT A$
30 TRAP 1000:POKE 82,2:OPEN #1,12,0,"D:AP.OBJ":
NOTE#1,Q,W:Q=Q+79:W=W+56
40 IF C=2 THEN 1000
50 POINT #1,Q,W:B=0:FOR I=1 TO 4:GET #1,A:B=B+A:NEXT I
60 IF B<>262 THEN Q=Q+21:W=W+36:C=C+1:GOTO 40
70 FOR I=0 TO 55:GET #1,A:A(I)=A:NEXT I
80 ? CHR$(125),"CURRENT  DEFAULTS":? :? "POWER UP",,"TAB
KEY":POSITION 2,4:C=0:GOSUB 500
90 C=C+32:POKE 82,22:POSITION 22,4:GOSUB 500
100 POKE 82,8:? :? "Edit  Write  Quit":INPUT A$
110 IF A$(1,1)="Q" THEN END
120 IF A$(1,1)="W" AND E=1 THEN W=W+4:GOTO 700
130 POSITION 8,4:E=1
140 FOR I=0 TO 13:INPUT A$:A=VAL(A$):B(I)=A:NEXT I
150 POKE 82,28:POSITION 28,4
160 FOR I=14 TO 27:INPUT A$:A=VAL(A$):B(I)=A:NEXT I
170 GOTO 100
500 ? "B )--- ";A(C)
510 ? "D )--- ";A(C+2)
520 ? "G )--- ";A(C+5)
530 ? "I )--- ";A(C+7)
540 ? "J )--- ";A(C+8)
550 ? "L )--- ";A(C+10)
560 ? "M )--- ";A(C+11)
570 ? "N )--- ";A(C+12)
580 ? "Q )--- ";A(C+15)
590 ? "R )--- ";A(C+16)
600 ? "S )--- ";A(C+17)
610 ? "T )--- ";A(C+18)
620 ? "W )--- ";A(C+21)
630 ? "Y )--- ";A(C+23)
640 RETURN
700 A(0)=B(0): A(2)=B(1): A(5)=B(2): A(7)=B(3): A(8)=B(4):
A(10)=B(5): A(11)=B(6)
710 A(12)=B(7): A(15)=B(8): A(16)=B(9): A(17)=B(10): A(18)=B(11)
A(21)=B(12): A(23)=B(13)
720 A(32)=B(14): A(34)=B(15): A(37)=B(16): A(39)=B(17):
A(40)=B(18): A(42)=B(19): A(43)=B(20)
730 A(44)=B(21): A(47)=B(22): A(48)=B(23): A(49)=B(24):
A(50)=B(25): A(53)=B(26): A(55)=B(27)
740 POINT #1,Q,W:FOR I=0 TO 55:A=A(I):PUT #1,A:NEXT I
750 CLOSE #1:GOTO 30
1000 ? CHR$(125);"NO CAN DO!":CLOSE #1:? "ERROR #
";PEEK(195):END
```

THE W.A.N.D.

VOL. V

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AUG. 1987

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The W.A.N.D.
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CIN'TARI

AUGUST 1987

Online Magazine Information

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About CIN'TARI

Membership in CIN'TARI is $20 per year for individual or family. Membership includes a subscription to Online Magazine, complete access to 'Protocall', CIN'TARI's Bulletin Board System, access to the CIN'TARI library consisting of disks, tapes, cartridges, books, newsletters, and magazines. The library supports both 8 and 16 bit machines. CIN'TARI has general business meetings held on the second Saturday of each month at the First National Bank building at 7660 Reading Rd. in Roselawn. Officers meeting is at 11:30 a.m. Doors open at 1 p.m. for activities and the general business meeting start at 2 p.m. with programs following the meeting. There are also special interest group (SIG) meetings available.

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BBS 575-3039
24 hours/day - 7 days/week

Note: all numbers in 513 area code.

Article Submission

Articles may be submitted for publication at meetings, mailed to the above address in text format on disk or on hardcopy, or sent via modem in text format to Proto-Call (513-575-3039), which supports only ASCII.

The deadline for the next newsletter is 6 p.m. Friday, August 21st, 1987.

Online Magazine Advertising

Advertising in Online Magazine is an economical way to promote your products or service to a key audience involved in personal computing. Four size ads are available: business card $5; quarter-page $15; half-page $25; and full-page $40. Page size is 8.5 x 11". Ad copy may be camera ready or text files and must be received by Online Magazine no later than the published deadline. Checks or money orders should be made payable to CIN'TARI Inc. Computer-related merchandise may be accepted as payment at the discretion of the officers.

-***-

PRESIDENT'S NOTES
by
Tom Wetterer, Jr.

We are still looking for more volunteers to help organize and run the Christmas party. Most of the major contributors to last year project are not going to be involved in the project this year. We still need a volunteer to act as chairperson for the project and coordinate the volunteers. I would like to thank Lanier Warker for volunteering to be part of that committee.

I would like to thank all those individuals who helped out at the last meeting. I would like to especially thank Lynn Siglar for demonstrating how to change a RAM board in an Atari 400, and Frieda Swoma for her work in organizing the new Basic classes.

We are still looking for individuals to demonstrate programs during and after the meeting. If you have developed a good understanding of any program it would probably be worthwhile to have it demonstrated to other members.

During this next meeting the first disk of the month will be made available to the membership. This will include a copy of Turbo Basic XL with some related documentation and demo programs. The results of the survey taken on preferences for the disks of the month will also be given at the next meeting.

With deep regrets, I have accepted the resignation of our current treasurer, David Moeser. Since the last meeting I have spent numerous hours trying to resolve the conflict that has arisen from the objections made over the last treasurer report. It appears that the record is in the process of being clarified by both sides as to any misunderstandings or misinterpretations that may have arisen.

-- * --

2nd Vice President Corner
by Freda Sowma

My first order of business is to give the schedule of all upcomming Sig meetings for August.

St Sig- Wed Aug 12 at 7:30 p.m. at Sylvanian Enterprises at 8228 Winton Rd.

Communications Sig- No meeting for August.

Beginner/Basic Sig-Thurs Aug 27 at 7:00 p.m. at 1404 E McMillan #2.

For more information of any of the Sig meetings, please see me or any of the Sig Chairpersons.

The second item I would like to address is demos at the meetings,in order that we may continue to provide demos of programs at the meetings, we need volunteers to bring their equipment and programs that they would like to share with others. Lets not put this all on one person shoulders, if we all volunteer we could have a full schedule of demos lined up for the rest of the year. If anyone knows of companies that will send representatives to talk about their software or hardware please let me know, we could possibly have some guest speakers. Please see me or any of the officers at the meeting to tell us when YOU would like to bring your equipment. I would like to thank Donnie Wetterer and David Pennekamp for bringing their equipment and sharing the demos they had brought.

Officer's Meeting, July 11, 1987

Meeting called to order 11:30:
It was decided that the monitor will be raffled off at todays meeting. In the past the name of the winner has been just read off, in the future Tom would like the number to be read off first and then the name some think it would be fairer.

Genie has an offer that anyone wants to join they will waive the $18.00 first year charge. Computer talk also has given us some free time to try their system for the synops. They have linked 6 800's together.

The reason the meeting was called a half hour early is because Dave has a very large report to go over. Tom could not get in touch with Robert Lawrence to tell him of the early meeting.

First order of business to be the voting on a motion if the business meeting will still be a business meeting. It was brought up that the Sig. reports should be longer and not shorter. The reason most people come to the meeting is for information pertaining to the use of computers. Many people came to the meeting to hear Scott Brown and Alan's and other reports on the cutting edge of computers. Now the ST is on the cutting edge and we still need information very much the same. Most people want to hear what's new with the systems and if a certain item is on sale somewhere. Some of our members have bought hardware and software which did not live up to the saleman's pitch and because we do not talk enough at meetings about such things others have had the same problems. We need more input from the floor at meeting. This is why we have the upload ratio on the BBS, maybe more articles for the newsletter will be uploaded.

Tom will send each officer an equipment form which the officer will be expected to list all club equipment and the serial numbers of same, plus the condition of it. The Newsletter's disk drive is not working as of now. A copy will be kept by the sec. and tres..

Freida will start a basic sig. on 4th Thur., Ted will run it at first as a beginner basic sig.

Hal will take back the Maxell disk we have for sale. We are trying to find when the generic disk first appeared.

Dave started his report with item 23, and asked the officers what their plans were for the rest of the year, this is due in 2 weeks, or July 24. Also would like the 3 biggest spenders: Sysop, Librarian, and Editor to have a limit on their spending and all officers. Greg said that the library had no goal and would gladly get rid of any monies left, as soon as Dave gets his act in shape. The Ways and Means will be expected to break even the rest of the year. The editor is in a fixed position and the rate is not likely to go down unless we print less pages, and no one wanted to do that. Dave said that the postage was paid three months in advance. A condensed version of page 2 and 3 plus more information on the cover. The Christmas party will be in the greatest danger of running out of money being at the end of the year, plus we might have lost our chairperson. Dave was against the Christmas party if we don't have an extra $135.00 left, after the event. And does not want to use 88 monies to pay for 87 expenies.(Every year we buy next year Antic and Analog with this year monies)

Every officer will give a paper with any income saying if it is from members or nonmembers. On hand now we have $866.60 and the book shows $888.60 with $6.00 in sales and a negative $28.00 in the Ways & Means.

Omer is running out of membership cards and Greg needs library cards so 1000 cards will be ordered in two colors (500 each).

Dave went back to Par.40 of the Treasurer's report, showing two 30 meg. hard drives and 41 showing a trade of a Color monitor for a monochrome plus disk. 42 covers no trades of Club property without approval. Tom made a motion to put a limit on trade, Seconded and passed.

There is an officers space on the BBS to leave messages.

Dave gave me a copy of an officers meeting how great to have it to add to the stack of minutes I am storing.

Dave made a motion that the Treasurer must report to the other officers any time the treasure gets under $200.00. Secound and passed.

As a matter of policy nothing will be put into the newsletter without the real name of the

author.(no handles)

Omer Scharold, Recorder

%%%

place at his house. They left it in great shape even though they could not get the program to load, and promised to be home the next time.

Under New Business The disk of the month is turbo basic and a survey sheet has been passed out please fill them out so we know what types of programs you want to see in the future.

Under Dealers Hal will soon have his own hard drives which I understood he will put together.

The 1050 will probably be going up in price due to Atari turning their 3 man (or over) production force to the 3 1/2's and will probably stop production of the 1050 for a while.

The Christmas party is in need of help. Anyone that wants to help please call but volunteering one's spouse is not cricket.

Another auction will be held maybe in Oct..

After the three door prizes the Monitior was raffled off and won by Clyde Jones.

Minutes taken by Omer Scharold.

****

A PRELIMINARY BUDGET ESTIMATION

These figures are, of course, not binding on my successor. However, having stated that a new budget is needed, I feel obligated to provide some data for it. --d.m.

POSSIBLE BUDGET FOR JULY 15 TO DECEMBER 31, 1987

GENERAL FUND -- INCOME & MONEY AVAILABLE

$ 460	Dues: 23 @ $20
14	Interest
100	Library fees
40	Receivable: one full-page advertisement
693	G.F. balance as of July 15
$1307	Total expected income & G.F. balance

NOTE: The Secretary's report in the May newsletter shows only 15 memberships expiring DURING this period of 1987, so this projection is actually on the optimistic side. [Renewals by the 73 members expiring December 31 should represent 1988, not 1987, income for the club.] The Ways & Means Fund and the Sales Fund are expected to break even on their own, so only the General Fund is shown here.

GENERAL FUND -- EXPENSES

$ 30	Secretary
36	Treasurer: checking account service charge
100	Editor: bulletin postage (4 issues @ $25)
450	bulletin printing (6 issues @ $75)
240	BBS: telephone (6 months @ $40)
40	program expenses
---	Library: 30 disks (transfer from Sales Fund)
159	ANALOG/ST LOG subscription
25	shipping; zeroxing; docs; etc.
---	program purchases [see note]
225	Christmas party (based on 1986)
$1315	Total of above expenses

NOTES: This projection assumes that virtually all officers would be donating the cost of all miscellaneous expenses of their offices, as some current officers have been doing. It also assumes all bulletins are no larger than July's; and that ANALOG's price remains the same. The BBS expenses are a crude estimate.

CONCLUSIONS: This projection uses up every last cent of the club's General Fund, leaving nothing -- not even the cash balance the club had as a minimum balance in early January 1987. There's no reserve for emergencies, hardware problems, etc.

The Library's disk needs can be handled by transferring disks from the Sales Fund. But this projection also means I was wrong in thinking that there would be $200 or $300 available for Library purchases. Since my personal opinion is that the Library purchases are of VITAL IMPORTANCE for maintaining interest in the club, then either the club must come up with vastly greater income, or else some of the above will have to be paid for out of 1988 income.

QUARTERLY TREASURER'S REPORT
MAY - JULY 1987

GENERAL FUND

INCOME -- From Members

Membership dues	$ 220.00
Interest	8.74
Library fees	87.00
[Nonmember income = none]	
Total income:	$ 315.74

EXPENSES

Club: PO box	$ 26.50
Secretary: Postage	7.96
Treasurer: Checking account service charge	11.10
Editor: Bulletin postage	35.00
Bulletin printing	124.81
Sysop: Phone bill & installation	129.31
Library: ANTIC subscription	139.95
Total expenses:	$ 474.63

The General Fund decreased by $158.89 in this period. The G.F. starting balance on May 9 was $851.72. The G.F. ending balance on July 14 was $692.83.

WAYS AND MEANS COMMITTEE

Member income from raffles was $80.00. Expenses for raffles were $50.00. This Fund increased by $30.00.

The Ways & Means starting balance on May 9 was zero. The ending balance on July 14 was $30.00.

SALES FUND

Member income from disk sales was $21.00. Expenses for disks (on consignment) were $5.00. This Fund increased by $16.00.

The Sales Fund starting balance on May 9 was zero. The ending balance on July 14 was $16.00.

Note: It was considered easiest for the club to start the Sales Fund out at zero, especially since the disks are no longer competetive in price, and it was decided on July 11 to return all disks on consignment. This way allows the club to transfer some of the inventory to other internal uses like the Library without necessarily "charging" the Library. And any disks sold will build up the fund so as to provide cash flow to purchase future inventory.

The Treasurer's Journal starting balance on May 9 was $851.72 (checkbook plus $40.00 petty cash). The ending balance on July 14 was $738.83 (G.F., plus Ways & Means Fund, plus Sales Fund).

##########

Mission File Fix

By Tim Norman

When the changing of Proto-call Sysops went into effect I was not sure of what was going to be happening to Mission File Fix. I was not sure whether the group would continue their work or they would be shattered into oblivion by the new Sysop. Well, having just gotten in contact with Bob Lawrence and spoken to him on the destiny of Mission File Fix, I finally found the answer to all my questions. Mission File Fix would continue and I, still head of the small elite group of individuals, would once more seek out those who wanted to become part of the group.

The group consisted of 6 members when Vic Mathews was Sysop. While going through the change of Sysops, I believe the group has lost a few members. I know the group consists of at least Richard Duvall, Wesley Brauch, and I. I do not know if the other members of this group, whose names shall not be given out, will be continuing or even starting their work that they asked if they could do. So, considering I do not know who is still active in this group, I wish ALL the members to give me a brief report on how far they are on their areas and if they wish to continue helping me. The members should give this report to me on Proto-call in E-mail. Also, please include your phone number and the hardware you have. I'm going

to use the hardware information for parts of the Application Area and Communication Area.

For those of you who are unaware of what Mission File Fix is, I shall explain. Mission File Fix is a task which I have taken on to better the clubs BBS. The individuals involved in it download the files from Proto-call to check to see if the files are duplicates, junk, and to see if they work. Each individual also rates the files according to a rating system that they set up. After some of the files or all the files have been checked in the specified area, each person gives a report to me and I, in turn, give a report to Bob Lawrence, the Sysop. The Sysop then will most likely go through the information and use it to fix up the file areas. If you want to become part of this group or have questions about it, then please contact me on Proto-call by way of E-mail.

>>>>>>>>> <<<<<<<<<
>>>> HELP-LINE <<<<
>>>>>>>>> <<<<<<<<<

For those of you who might need or want some help with that new ST we all wish WE had instead of you, and you don't know who to call, or what to ask, our Parlimentarian, Daryl Kiphart, has volunteered to be a source of help for those who need it. He can be reached at:

Daryl Kiphart
2849 State Rt. 743
Moscow, Ohio 45153

876-3044

Note that it may be a toll call for some of you, as he has a different telephone access than most Cincinnatians. Thank you, Daryl, for your help.

Anyone else who would like to be a volunteer here, or who has previously volunteered, please leave your name and number with David Pennekamp, Editor, so he can update this list.

****

COMMUNICATIONS S.I.G. REPORT
JULY 24, 1987

Well we had a meeting last Wednsday, at which Lanier and myself, were the only attendees.

I know it's Summer, and we all have other things to do, but all I have asked for is one night of your time.

For three months now I have prepared a hands-on program, using an 8-bit 800xl, an ST, and an IBM, and simply all kinds of modem programs. All this plus updates on local bullitin boards, as well as a few long distance ones.

I'm sure that many of you have experienced problems on various bullitin boards. This is the chance to have an experienced SySop hear your gripes and try to explain them and/or help you to remedy them.

The next meeting will be Wednsday OCTOBER 21, 1987. The time? 7:30pm. The place is still in doubt. Wes Brauch, has kindly offered his home for the S.I.G. meeting. He lives in the BIGS area in Clermont Co., for you Easterners. Leave feedback here or on Protocall.

I will be at the August meeting of Cin'tari, but work conflicts cause regular attendance to be a problem for the balance of this year.

The October meeting of the S.I.G. will be the last one of the year. Bring the kids too.

Hoping to see you in October,

Roger

@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@

UPCOMING MEETINGS!
AUGUST 8, 1987
SEPTEMBER 12, 1987

CIN'TARI LIBRARY

DISK REQUEST FORM

PLEASE FILL IN COMPLETELY :

NAME _____ MEMBERSHIP NUMBER_____

ADDRESS_____CITY_____

STATE_____ ZIP_____PHONE _____

PLEASE LIST IN ORDER OF PREFERENCE

PRIORITY	DISK REQUESTS	ROM CARTRIDGE REQUESTS	ST DISK REQUESTS
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

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PLEASE SIGN AFTER RECEIVING ALL MATERIALS CIRCLED ABOVE

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SIGNED_____DATE _____

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DATE..AUGUST 8
TIME..2:00 P.M.
(DOORS OPEN AT 1:00 P.M.)

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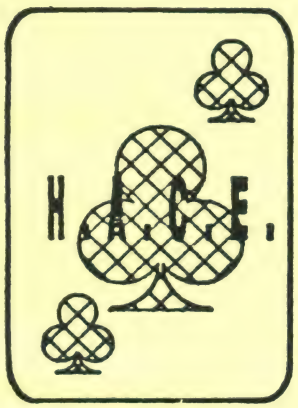

AUGUST 1987

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J.R.C.G.
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CALL EITHER OF THE TWO HACE BBS SERVICES

H.A.C.E. BBS - 713-583-8980 : HACE-ST BBS - 713-827-8041

You will notice that HACE has moved its monthly meeting place. During 1987 we will meet at Stouffer's Greenway Plaza Hotel - Normally we will have the Bluebonnet Room which is located in the lower level. There will be NO CASH BAR since it was the concensus of most members that this actually can be a deterrent. Complimentary parking will be provided by the Hotel in its underground parking area.

AUGUST MEETING

6:45 P.M.

Wedenesday
August 23, 1987

Bluebonnet Room
Stouffers Hotel

Greenway Plaza
Edloe @ Southwest Freway

Free Parking in Underground
Hotel Parking Area

Editors Corner

*HOW TO MAIL 150 NEWSLETTERS

1. Sort by ZIP code and take to Bulkmail at Central Post Office at nine in the morning.

2. Be rejected at bulkmail 'cause the minimum is 200 pieces.

3. Get one newsletter weighed to find out correct postage.....Wow! just under one ounce, only 22 cents needed.

4. Rush back to Alief, get page of unused 39 cent stamps left over from previous mailing.

5. Exchange 39 cent stamps for 22 cent stamps.

6. Handstamp each newsletter being careful to cover up bulk mail notice.

7. Put newsletters back in ZIP code order after fat lady accidently pushes them off postoffice counter.

8. Give 'em to postal clerk who says "No sweat, it's still before noon, they will be sorted and out today.

9. Four days later, get call from Club President....Postal Inspectors have intercepted newsletters and he had to put an extra dime stamp on each 'cause the format of the title page is vertical not horizontal

10. Listen to members wonder why it takes ten days to get newsletters.

DBASIC --- A REVIEW OF "8K-BASIC" FOR THE ST!

Really, that's meant as a complement. When I first booted up the New Atari's kludge of DRI's BASIC, my first thought was "Oh God!"; and the more I used it, the more I hated it and longed for something as simple as the old 8-K BASIC. Simplicity, and the good points of the old BASIC, with most of the warts ground down, have re-appeared in the form of DBASIC from an outfit called DTACK Grounded Inc.

First, I'll begin with a disclaimer and an excuse. I was given the 280-page manual, a disk, and instructed to produce a quick review for the newsletter. This article is based on a perusal of the manual and some, but not much, actual experience with the language. Only the high spots will be touched and any statements made herein are subject to radical change as experience is gained. So much for the weasel words.

DBASIC is both a language and a different DOS. Gone is GEM. When DBASIC is booted the mouse can hide in its hole, for it is useless in the DBASIC environment. Gone also are windows -- especially that da____d, clumsy EDIT window. Full-screen editing is back! (Cheers all round). A sort of "twister" formatting scheme is used, which means the program is fast booting. Disk sector re-allocation is eliminated. This means that each "save" of your program involves writing a whole new copy of the program to disk -- without reclaiming the sectors used by the older version. For the usual simple BASIC programs this shouldn't be too much of a burden, there's a neat utility to quickly copy only active files from one disk to a blank disk. However, if you are changing and storing huge data arrays in your program, you will find that the disk fills rapidly. DTACK claims, rightly, that read/write speed is gained by not having to consult sector link tables and move the head all over the disk. I'm also sure that it is much easier to write a DOS without having to worry about sector links (we all know what "features" are).

DBASIC is written in assembly language, which means it is compact and fast. What we have here is an interpreted BASIC which compiles each line to p-code AS IT IS ENTERED! LISTing a line involves disassembling p-code on the fly. This is really quite a feat. You get the speed of a compiled BASIC without the hassle of the "compile" step. Actually DTACK claims, with benchmark result support, that DBASIC rivals compiled "C" code in speed, and easily outperforms other BASICs, especially GFA compiled code, as well as FAST-BASIC. For my simple needs, I've thought that ST-BASIC was fairly fast, but I'll admit to wishing for more speed in 8K BASIC. But DBASIC is impressive. A simple real-life example: My programs contain instructions and other reading material. Often I use a "do nothing" loop to hold the screen for reading before continuing the program. In 8K BASIC a 4-500 cycle loop was usually sufficient. ST-BASIC needs about a 4000 cycle loop, while with DBASIC, a 32000 cycle loop is still too short. Line numbers are used. I like using line numbers in BASIC, which is why I haven't bought GFA BASIC

Both integer (FAST) and floating point (less FAST) arithmetic are supported. But the two cannot be mixed. There are commands to convert one to the other to allow arithmetic to be done. Floating point arithmetic uses 64-bit (double precision) representations of a number in all operations. Output display however is rounded to 12 significant digits. The usual functions and operations are allowed.

Variable types must be individually declared -- no global declarations as in Microsoft Basic.

Arrays in DBASIC are neat. How about 15-dimension string arrays? I admit to being unable to visualize that -- let alone keep track of them. Array size is unlimited, except of course for machine memory limitations (compare that to the 32K limit for ALL arrays in ST-BASIC). String length is limited to 255 characters. No 30,000 character strings a la 8K BASIC--darn. But multi-dimensional string arrays go a long way towards making up for that. Default string length is 255 characters, but that length can be globally or individually reduced.

There is no PRINT USING command, but then the version in ST-BASIC is no great deal. Besides, we 8K programmers know how to get around that lack. See, skills can be transferred. Also missing are OR and AND commands for use with IF....THEN -- but

there is an ELSE command available. RIGHT$, LEFT$, and MID$ commands are allowed. Cursor positioning for text is performed by "Apple-ish" HTAB and VTAB. There is a command to erase a text line. PEEKS and POKES are supported, both with bytes and words. There is a command to view the disk catalog without exiting BASIC, but none to format a new data disk -- as was learned when I discovered that the program disk was full upon trying to save a program.

Since there is no TOS or GEM available in the DBASIC environment, there are no windows. dialog boxes, or polylines possible. But have you ever managed to use them from within ST-BASIC? There are DBASIC commands to position and plot lines, rectangles, circles, and pixels; as well as others to erase what was drawn. For graphics, color can be specified and changed by COLOR and PALETTE commands. No FILL-type commands though. I have not been able to change the text color so far and suspect that ability was left out. But, how about this? Changing from a high to a lo-res color screen is as easy as MODE 0. Try that little trick in ST-BASIC. However, there is no direct support of mixed mode screens.

Unfortunately your ST is rendered mute -- there are no sound commands in DBASIC. There is, however, a hint in the manual of a sound effect using POKES.

How stable and polished is the product? It crashed on me once, locking up the keyboard, as I was trying to convert an 8K program to DBASIC. Why did it crash? I dunno. I don't think I did anything drastically wrong. At that point, I decided that I had better quit playing and begin writing the promised review. So beware -- at least a little.

What you get with ST-BASIC is a disk which can be copied using an included utility and a 280-page manual. The manual is well written with a whimsical twist. Explanations of the language and command usage, as well as the philosophy of DBASIC are generally readable. ANY explanation of hardware registers, including this one, has a severe soporific effect on me. The manual is required reading. In reality DTACK is selling the manual and giving away the disk.

A GOOD DEAL:

This brings us to price. The normal sales price for the language is $40. To try to stir interest and win converts, DTACK is giving users groups a disk and twenty copies of the manual to do with as they choose. HACE chooses to sell a disk and the manual for $10. Omitting my copy, there will be 19 copies of the language for sale at the coming meeting. At that price it's a steal. Forty dollars isn't too bad either. I urge you to at least test drive the language. It seems to be a good environment, with the "look and feel" of 8K BASIC, and it is FAST. Anything is better than ST-BASIC, and even at $40, DBASIC is one of the cheaper alternatives going. If nothing else, all you secret BASIC lovers can come out of the woodwork and resume programming in a old familiar language. You don't really have to learn "C" to do anything with your ST.

Stephen Novak

CHECK OUT THE LIBRARY

If you aren't picking up the "Disk of the Month", and the monthly magazine disks, you are really missing out on a good deal. The librarian usually has disks that tie to the articles in the newsletter and to subjects discussed at the meetings.

And, to put the truth to it, some public domain and shareware programs like 1030 express, Speedprint, or the Tapeless Spreadsheet Printer beat the @'&'(out of commercially available programs

The STs have plenty of software on the market shelves right now, but for the eight bits, libraries like ours are a great resouce to make our computer useful and fun.

If you are a narrative game freak, check out the games form the old and sadly defunct Softside's...They might not parse as well as the new stuff, but for original situatiions and challenges, they are still fascinating.

Eight Bit ARChiving

During the past year I have watched my 800XL become more and more like my 1040 ST. We now have whole track disk copiers, new filetransfer protocals, and archive programs that get the work done in half the time, half of the space, or both.

What makes it especially nice is that it is all done without any hardware upgrades to the 8 bit line and that the necessary software is public domain. Maybe we don't have to rush out and upgrade the 1200 baud modem to 2400 baud, or get a new machine after all.

Although the programs are free, there is a price to be paid. Confusion sometimes results since these programs come with little in the way of documentation or examples. The three productivity programs mentioned earlier are common subjects of misunderstanding on the bulletin boards.

This article will concern itself with the archive process. ARC has been in use in the CP/M and MS-DOS world for many years. It is a library and compression utility in which files are reduced 45-55% . This means that programs can be stored in half the space and transfered in half of the normal time. This becomes especially significant when using the phone lines to transfer information via modems.

In researching this article, I called a local ATARI user group Bulletin Board System to download a 60,000 character file describing the ARChive process. Although originally 30 pages of typewritten text, it was transferred from this BBS to my computer in less than two minutes in compacted form.

Even more important to me was the fact that my 8 bit machine was able to use this ARC'ed text file. Until last year when Ralph Walden published his ARChive program for the Atari, 95% of the information on IBM and ST bulletin boards was off limits to us 8 bitters since they require that programs sent to them be compressed.

ARC differs from programs such as SHRINK, SCOPY, and SCRUNCH in that those programs are for whole disks and don't compress any data. In fact, it is common that a full disk (720 sectors) can end up larger when a single file is made using those other "compacting programs".

ARC and those other programs each have a specific purpose. ARC is for combining and reducing multiple files while SHRINK, SCOPY, and SCRUNCH copy everything on a disk. As beginners, I'm sure that we all once tried copying DOS.SYS and DUP.SYS from one disk to another and discovered that our "duplicate" would not boot up when we turned on the computer.

We quickly learned that there were many things on our "blank disk" that were hidden. Even files that had been deleted were still actually there although they didn't show. The whole disk copy programs get everything that is on the disk whether that's what you want or not. By creating one single file, you can then store an entire disk on a hard drive or send the whole thing to a BBS for others.

ARC, however, will only work on files displayed from the directory. This is especially useful for combining (and then reducing) files that should be together such as a program and its documentation. I couldn't count the number of times that I have received a program that turned out to be unuseable because the accompanying instruction file was missing.

ARC for the XL and XE computers has only one disadvantage right now and that is the time spent decoding the half size file. The time spent converting back to original form almost negates the time saved downloading a file at 1200 baud. This will be corrected when a 130XE version is released.

On the BBSes, the contents of ARC'ed files can be examined as well as tested for being a successful upload. That means no more bad files that won't run. For lucky owners of hard drives, ARC'ed files mean $400 units to store the same amount of programs as $1000 devices. And for most of us, it means the end of "1 program, 1 disk" .

For the 8 bit Atari owners, I will upload the ARC.COM and the ARCX.COM (extractor) programs to the HACE BBS at 470-2511. Also look for the text file ARCDOC. ST owners will find ARC.TTP and various "shell" programs for convenient use on the 16 bit HACE board at 827-8041.

Any questions should be addressed to Greg McIntyre. Next month, YMODEM modem protocal to cut your long distance phone bill in half. Any additional topics will be considered ... better yet, submit an article of your own for the HACE newsletter. Contact editor Jim Salmon or send your article to either club BBS.

STING

ST INFORMATION GROUP

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STING

INFORMATION GROUP

PUBLISHED BY STING VOLUME II ISSUE #8

EDITORIAL

Hopefully one of the first things you'll notice is that the newsletter quality is a little higher than normal. The original copy was done on the Star Micronics NB24 – 15 printer. This printer has a 24 pin head instead of the usual 9 pin head on most dot matrix printers. This allows for much higher quality output and cleaner graphics. This is still not laser quality but it is affordable.

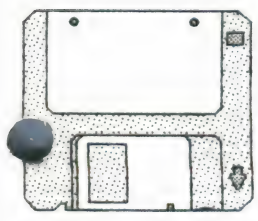
The entire newsletter with the exception of one page was done with Easy – Draw by Migraph. The graphics that are used throughout the newsletter are also from Migraph. They currently have 2 clip art disks that are available. Many club members already use Easy – draw but the majority do not. This will give majority an idea as to some of the things that Easy – Draw can do.

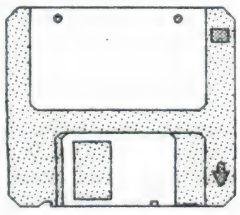
You should also notice that this newsletter starts out with an Editorial page. On this page you will be priveledged? to read the editors veiw points and ideas. As of this newsletter all articles will be typed in and no longer just cut and pasted from numerous sources. This takes a little longer but for the most part I feel it looks better.

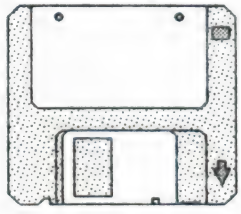
I realize its summer and most of you are either going on vacation or have been and don't have time to do newsletter article. Hopefully you have been working with your computer and possibly have a new peice of software that you might give us your opinion on. The jist of this paragraph is as follws: we have not been receiving any articles to put in the newsletter, HELP!!!

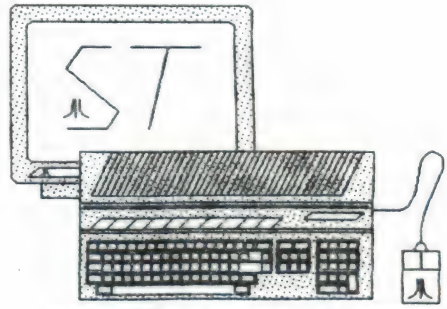
As I finally leave you alone to enjoy this copy of the newsletter I hope you will let me know if there is any thing wrong or any thing new you would like to see.

Thanks; Dave









David R. Strode, Editor

AUGUST 1987
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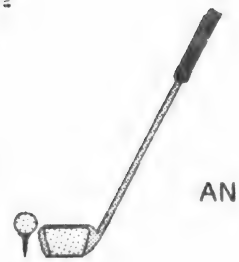


MEAN 18

AN ARMCHAIR ATHLETES GUIDE TO BETTER GOLF

BY DAVE STRODE

For those of you who thought you would like to play golf but have since changed your mind, there is still hope MEAN 18. This game simulates every detail of a real golf game without all the trouble, but I'm getting ahead of myself.

MEAN 18 comes with two disks and only runs on a color monitor or a color T.V.. The first disk contains the golf program and the course architect. The second disk has the 3 courses that were first available on it. They are St. Andrews, Augusta and Pebble Beach. Bush Hill country club is included on the program disk.

When you load the program in it will ask you to insert the course disk. At this time you can leave the program disk in for Bush Hill or put in the course disk. After you have chosen a course it will give you 3 options:

1. New game – brand new game
2. Resume Game – continue play of a saved game
3. Quit

If you start a new game it will ask you how many players there will be. You can have 1 – 4 players. It will ask you to enter the players initials and then ask which tee's you will use (regular or proffessional) and then ask which level you wish to play at (beginner or expert). The difference in tee's is one of length, the pro tee's are further away. The difference between beginner and pro is that the computer will select the beginners clubs and the pro makes its own choice. The computer is also a little more forgiving with a bad shot for beginners.
After these choices it will ask which scoring you would like:

1. Medal play – normal play for 1 – 4 players.
2. Match play – 2 player – player who score the best on the hole wins.
3. Best ball – 2 teams – 4 players – lowest score for team wins.

Once you have made all the player entrees it will ask you if you want to begin the game or restart. Selecting restart gives you the option to change any of the previously entered data. Once this is done you will be given 5 options:

1. Practice tee – Practice your club swings.
2. Practice green – Practice your putting.
3. Practice a hole – try any hole on the course you chose.
4. Begin a game – Start a round of 18 holes.
5. Quit.

When you select begin a game the computer prints out " Off to the first tee!", it then gives a picture representation of the first hole. On the picture is the hole #, par, regular distance and pro distance. Across the bottom will be printed "click to continue".

When the first hole comes up your player will be on the tee with club in hand. At the bottom of the screen the following information is listed: player, hole #, club, stroke and distance. There is also the scorecard you can look at the hole you are playing and arrows to move the golfer right or left. To the left is the power meter used to measure your swing. When you look at the power meter it is divided into tenths up to 100. There is a red line at 50 % and a red area for overswing above 100%. To swing the club you must click the mouse three times. The first click starts the club swing back the second click starts it back down and the third click decides which direction the ball will go. The swing starts out from the 0 line. When you stop the swing above this line the ball goes left, if you stop below the line it goes right and finaly on the line goes straight.

As you play toward the green you may choose to use a club other than the one the computer selects. There are arrow on either side of the club you are currently using. Clicking the right arrow selects a bigger club and the left a

MEAN 18

CONTINUED

smaller one. Once all the palyers have reached the putting green you have the option of seeing how you arrived there. There is a course icon in the lower left hand corner, it shows each of your shots in a line fashion on the course from an overhead veiw.

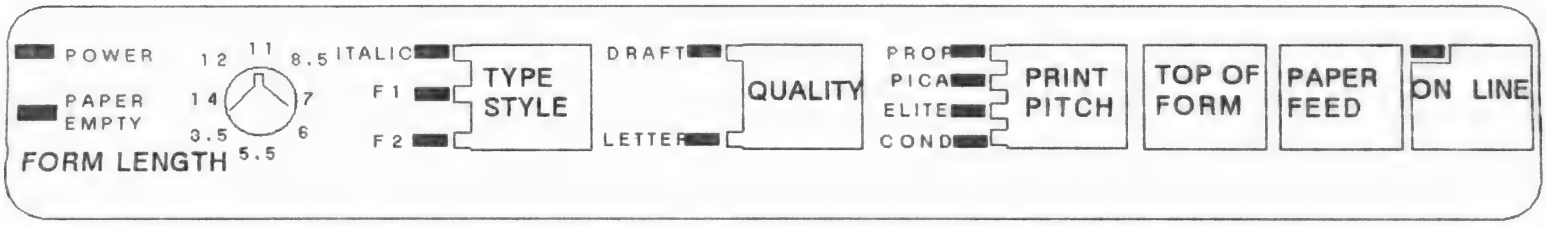
The computer next shows you an overhead veiw of the putting surface the location of the balls, and the breaks on the green. When you putt, each division on the power meter now represents 8 ft increments. You have a line coming out from your ball that you line up with the hole using the up and down arrows at the bottom of the screen. Once everyone has putted the computer will bring up the score card and show you how you stack up to par and to the other golfers.

MEAN 18 is an exceptionally good golf program. Any problem you could get into on the course you can find in here. There are sand traps ,water hazards and out of bounds markers. I would reccomend this game to anyone who enjoys the game of golf or would like to try it.

PRINTER MADNESS

BY DAVE STRODE

I stated on the first page that the newsletter was done with a 24 pin printer. The Star Micronics NB24 – 15 to be exact. Now that you have seen the the output I thought I would tell you a little about the Printer. This printer has all the functions of any dot matrix printer but thats were the likeness stops. All the controls for the printer are on a keypad mounted in front and on top. Some of the more unusual features are:



1. FORM LENGTH SWITCH – This knob tellls the printer how long the page is that you are using. The numbers range from 3.5 – 14.

2. TYPE STYLE INDICATOR + KEY – These tell the printer which type style you wish to use. There is the standard font that comes with the printer and Italic. There are two slots in the front where font cartridges can be plugged in. There are 4 available.

3. PITCH INDICATORS + KEY – These tell the printer what pitch is on the type. You can have Proportional, Pica, Elite and Condensed. You can also have Condensed Pica or Condensed Elite. These you can have in either Draft or Letter Quality. Those are just the highlights of the printer.

I mentioned letter quality and thats what it is not near letter quality but letter quality. It is amazing to watch the letter quality come from a dot matrix printer. The printer emulates 3 printers. From the factory it is compatible with the Epson LQ1000 series. With the flip of a dip switch it emulates a IBM printer and one more flip it is an IBM Graphics printer.

The NB24 – 15 is sold at a very reasonable price. Depending on the supplier you deal with it only runs between $690.00 to $800.00 dollars. I know that seems like a lot but 2 months ago it was at $1100.00. This price is still way below any laser printer available. I might add that this is the 15" wide version and the 11" version is much cheaper.

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Underline
Upside Down
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Wide

You can mix and match any attribute you desire!

For example:

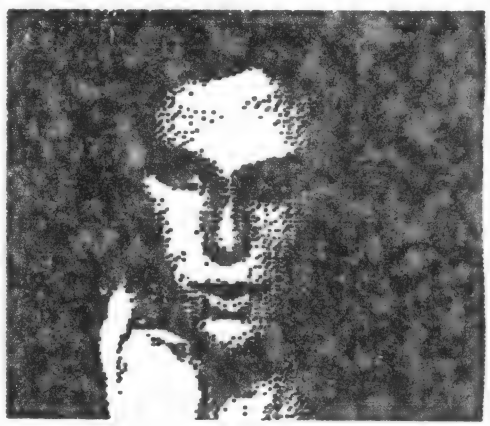
Tall and Shadow

Italicize, Outline, and underline

Suggested Equipment

In order to use Publishing Partner, all you need is an Atari 520 ST, 1040 ST, or upward compatible machine. Both color and monochrome monitors are supported but monochrome is recommended. Supported printers include Epson and graphics compatibles, Star (Gemini), Apple LaserWriter and any Postscript compatible device. New print drivers are being released daily so call to make sure your printer is supported.

Import Graphics



You can reduce, enlarge, or "cut" any Degas™ or Neochrome™ picture

Just a preview of what may be. I have purchased this program and am trying to learn it. It is very time consuming. I am still waiting for a 24 pin driver that is tested. Thought you might like to see some of the possibilities that this program offers. The output at present on dot matrix is slightly less clear than Easy-Draw which is what I currently use for Desktop Publishing.

Produced with Publishing Partner, and an Atari ST

CHAMPIONSHIP BASEBALL

Maybe your the kind of person who loves a program that challenges the mind. Or possibly the kind of person who would rather have it more simple to learn yet a challenge to play. Well championship baseball will satisfy either one of you. For it has both the challenge to the mental facilities and the challenge to the play of the game.

First the challenge it affords the mind is that you have to act as a big league manager and know your players. Their abilities in the field as well as their hitting, running, and bunting abilities. You then have to choose your players for your team. Select the batting order of the players. Then choose your pitchers and backup players on the bench. Also know when to make a change in the field or your pitcher. However if you are the other kind of person preferring to just play the game and forget all that strategy stuff. Then they offer ready made teams and you just choose one of them and play ball. You can play against the Computer or against another player. And you can play an exibition game or be in a league where the statistics are kept and there is a play off at the end of the season to determine who won.

There are 5 teams in the league and you will play each one once then have the play offs. To play the field you have to pitch the ball and you select your pitch and pitch it, all with the joy stick, (you will want a good multi – position joy stick for this). You then have to move your fielders to the ball if it is hit. They will pick it up and you then have to move them and or make them throw the ball to where ever you want them to throw it. Again you do this by using your joy stick and a certain position on the joy stick. They have put in a very excellent feature in that you always know who has the ball because the player with the ball turns black while he has it.

If you are the batting team, you have to swing at the ball, take the pitch, or bunt. Then your player will automatically run to first but if you have any runners on the bases. You will have to make the lead runner run, lead off, or slide. He does not go automatically. (You can slide into the base you are running to or back into the bag you led off from.) Runners will move automatically if forced only.

As you can see there is a lot for you to do in the game affording you many challenges and a whole lot of fun. There are other features such as a batting practice mode with a stop, start feature so you can learn to see the rotation of the ball, a score board, updates on the league standings etc. and much, much more. This is a really exciting game and I know that all you baseball fans will really enjoy it. Have lots of fun and as the umpire says; PLAY BALL!

THE ROOKIE:

Memory Upgrade

Migraph, the publishers of Easy – Draw have come up with a viable solution to buying a new Mega machine and having to practically give away your ST. They have found a 2.5 Meg upgrade.

2.5MB/total memory available. With all the programs coming out for Desktop Publishing you are going to need more memory to be able to support Laser printers, Bit – image enhancement, and more GDOS fonts. I megabyte has just about become the minimum memory requirement for power application programs with 2 + MB becoming necessary for drafting and publuishing programs.

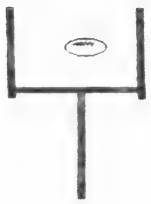
Migraph has searched for an upgrade that would meet a specific list of requirements.
1. Easy installation (NO soldering)

2. Compatible with future CPU add – ons(Blitter and new ROMS)

3.Expandable to 4MB

4 Quality design, materials and manufacturing

The only drawback is the price:520 upgrade to 2.5MB $495.00 , the price is the same for the 1040.



GRIDIRON FOOTBALL

by Joe Lambert

GRIDIRON FOOTBALL by BETHESDA SOFTWARE is distributed by ELECTRONIC ARTS. GRIDIRON comes on a double sided disk but no where in the documentation does it mention this fact. My distributor sales rep let me in on this little detail when I called to get a return number for what I assumed was a defective piece of software after trying to load it on a 520's single sided drive. The sales rep told me that the software company was given the wrong information about the number of double sided drives out their. He also told me that if you write to ELECTRONIC ARTS they will send you the program on two single sided disks.

Well, I don't know about you but when I buy a program I want to go home and use it, not wait for weeks for another version of it. But being the impatient kind of guy I am, I transferred it over to two disks in such a way that it works. So here's the review.

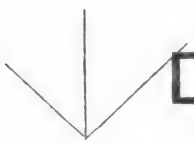
GRIDIRON is a very good game, it is a game of strategy and hand/eye coordination. The strategy part comes in the choice of plays the standard play book comes with 20 plays for both offense and defense.

You can play this game with another person or against the computer at 4 different levels of speed. In the one player mode you always use the mouse, in the two player mode the defense player must use a joy stick and trade input devices when he becomes the offensive player. This is a little clumsy but it beats the keyboard or letting the computer do the work for you.

One nice feature that GRIDIRON has is the ability to make up your own custom plays and save them to your own play book and load in that play book during the game.

Another nice feature is the ability to design your own team and save it to disk to loaded in later. Additional teams simulating real NFL teams are going to be ready in the future.

The graphics are simple, but the sound is fantastic. You hear digitized grunts and groans when players collide and the crowd roars when points are scored. I really like this game, with the exception of the incredibly stupid way they marketed it on double sided disks, the game is the best football game I've ever seen.



Dealer's Corner

by Joe Lambert

This month in the world of Atari not much has changed from last month. The Mega ST are suppose to be in the hands of some of the some of the magazines for review testing. In this month's issue of COMPUTE!'S ATARI ST a interview with the Sam Tramiel states that the blitter chip (a custom graphics chip) might not come in all of the first Mega's coming of the assembly line, because of a shortage of chips from third party suppliers. The blitter will be made available later (for a nominal price) to customers that didn't get them. Mention was also made that the Blitter was also going to be made available to use that have the current 520's or 1040's.

Rumors have it that the blitter upgrade for the older computers will come as a mother board trade. You send in your mother board and some money and wait a month and Atari sends you the new one????, let's hope not!

A new cad program from ILIAD SOFTWARE called ATHENA II is available now it looks like a nice package for architecture. The hitch in this program is that is requires 1 meg to run and the disk is double sided (though it can be transferred to 2 single sided disks).

Well, that's it for now.

M.A.C.C.

DATA LINK

VOLUME 5, ISSUE 2 August, 1987

The official newsletter of the Modesto Atari Computer Club

NOTE THE CHANGES FOR THIS MONTH'S MEETING!!!

DIFFERENT MEETING PLACE THIS MONTH

DUE TO SUMMER VACATION AT THE HIGH SCHOOL, WE WILL MEET AT:

MODESTO COMMUNITY SERVICE CENTER AUDITORIUM

800 EAST MORRIS AVENUE

(JUST EAST OF SUNRISE)

DIFFERENT MEETING DATE THIS MONTH

THURSDAY - AUGUST 13, AT 7:00 PM

I REPEAT

THURSDAY, AUGUST 13TH

LLOYD NICHOLAS TO BE SPEAKER

SUBJECT: DESKTOP PUBLISHING
FOR BOTH 8-BIT AND 16-BIT COMPUTERS

PRESIDENT'S REPORT

Thanks to those who attended the July meeting for putting up with the informal gathering that we held on the grass in front of Beyer High instead of in our normal meeting room. It seems that when I signed up to use the room at the high school I had asked for the contract to run for a year. The school district runs on a fiscal year from July 1 to June 30, and I was not aware of this.

Please take note that for the month of August we will be meeting at the Modesto Community Service Center Auditorium, 800 E. Morris, at 7PM on THURSDAY the 13th. I repeat THURSDAY, August 13th. The reason for the change is because we couldn't get this room on Wed the 12th, and also the high school wants $16.50 per hour times 3 hours to use the facility at Beyer High during off school time. This figure is above what we wish to budget for a meeting room. We are also considering other locations to call the home of the Modesto Atari Computer Club.

The August meeting will be on the topic of Desktop Publishing. It will be presented by Lloyd Nicholas, who as most of you know has published the MACC DataLink News Letter for almost 4 years. He will cover how it was done with the 8 bit Atari line and how it is handled now with the ST. He plans to cover both lines of software equally. Prepare your questions about desktop publishing, or just page layout in general for the meeting.

Have any of you heard of Img Scan on the ST?. I bought one last week and it works great. It hooks to the printer head (with a fixture of your own design) and scans a picture that is being fed through your printer, and in turn feeds the information to your Monitor. (Either low or high res). It produces a very clear picture with the option of saving the picture in a .RAW data file (64K) or either NEO, or DEGAS. I have downloaded some of these pictures to our BBS under the name of RJIMAGE. This is an ARChived file with several pictures in it. Add an extender of .ARC to the file name and use ARC.TTP to eXtract the pictures.I have also added a public domain viewing program just in case you don't have NEO or DEGAS.

Please, lets all attend this months meeting. You board members have tried very hard to make this meeting of interest to all of you.

See You There--

ROBERT JOHNSTONE, President, M.A.C.C.

BBS REPORT

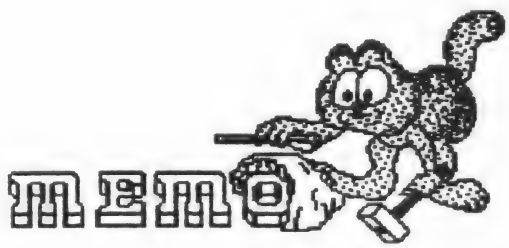
I have changed the upload - download menu of the BBS somewhat. It now has XL-ARCHIVE and ST-ARCHIVE in the language type menu. When you upload an archived file to the board, use these names to define the type of extender that a file will need when downloaded.

I am also in the midst of cleaning up the download section by ARCHIVING related files. For instance, I have archived all the AtariWriter Plus printer drivers into one file named AWDRIVER. It also has a README.DOC file within the archive to help you decided what the files are if you aren't sure.

If anyone would like something on the board, or can't find something, leave me a note in EMAIL or FEEDBACK and I'll do my best to please you..

Thanks, and see ya on the MACC BBS.

--ROBERT JOHNSTONE, Sysop



STablemouse

I recently made the change to a new (and modified) mouse for my 1040 ST. Always mad because Kensington did not come out with a Turbomouse for the ST - I called them, and they said they have no such plans - I decided to do something about it. While paging through the Computer Shopper, I noticed a little ad placed by ZEBRA SYSTEMS, and they were offering a "converted WICO TRACK BALL" for 29.95, that would work with the ST. At that price, I was afraid it would be a piece of junk, only to find out (when it arrived) that it was a very high quality track ball. When I plugged'er in to the ST, it worked fine! "Great," I said to myself. Now I finally have a "sort" of Turbomouse. But the two buttons for the trackball were on the top left side, and the modification Zebra Systems did were to make the extra button - it originally had only one button - right below the factory made button. This button was about 1/4 the size of the unmodified one. Every time I "reached" for one of the buttons, it took time, and sometimes I would brush the trackball with my palm. "No good," I said to myself. Off to Radio Shack. I asked the clerk if they had any micro-switch buttons about the size of a flipper button on a pinball machine. No such luck. I went to 2 local electronic wholesalers, and they also said they didn't "really" carry anything like this. I forgot about it for the next 2 days. Who in the heck would have what I needed - in case you have'nt figured out what I was looking for, I was searching for 2 buttons that I could re-locate on the top of the mouse case, to make it easier to hit the buttons. Having a "brain-storm", trying to think if I had any thing around the house that would work, it finally "clicked". Went to the front door, opened it, and pressed the doorbell. Wha-lal! I quickly went to the local hardware store (I was in such a hurry, I forgot to take a shower) I asked this young kid (I think he was high) where the doorbells were. And I found two buttons that cost me a total of $3.80 . Sped home, and proceeded to take the top cover off the Wico Track Ball. I decided to mount these "doorbell" buttons on the lower right and lower left sides of the track ball. The wireing consisted of screwing two wires to each doorbell. The mounting of the doorbell switch was nothing more than drilling two holes (for the doorbell) and one hole in the middle (for the wires) for each doorbell. Put the cover back on, and plugged the Trackball into slot one, thinking to myself that this would now dominate that slot. The results, it works GREAT!!! The 2 doorbell buttons are raised in such a way that, while resting my hand on the trackball, my thumb and finger rest on the casing of the doorbell buttons, and kind of "suspends" my fingers above the ball, giving me a very great deal of control of just where I want the cursor arrow to go. Very stable. If I was'nt too busy, I would market this myself but anyone can do it, so it's not that great of an idea. Anyway, I left the previous buttons still attached, as I did not have caps to put over the holes that would result if I removed them. Also, I think it works as well (dare I say better?) than the $100.00 Turbomouse. My brother has a MAC with the Turbomouse, and I've used it quite a bit. I can say the this conversion seems to have more stability while rolling the ball. And it's stationary!! No more running in to disks or ashtrays, while trying to pull out of a spin in FSII. And the total cost I incurred was $36.95 !! , plus time involed. One warning. If you do this, open the trackball face up, and watch for the springs that will fly out if you're not carefull. I must admit, I still can't figure out where the springs go, but it works just fine without them. I think they have no function. If anyone does this, let me know if you know where (and what)the springs are supposed to do. Also, if you try this and have any problems, send to the E-mail number below, although you shouldn't, as it is so easy! Or just let me know what you think. It! would be neat to make a good contribution to the network, as I have learned so much from it. Also, here is a list of things I used and needed for this:

1- Wico Trackball (for the ST) from Zebra Systems they charged me $29.95 plus shipping. They said it was backordered, but took no more than 10 days. Phone #1-800-235-2330 Total cost--------$32.95

2- Doorbell buttons, Part #126 oblong push button, 2-3/4" x 3/4" (they are not that big) Made by Eagle Electric Mfg.Co. INC., Long Island, N.Y. 11101 (or just go to the hardware store, and see what they have).

4- 1" long thin bolts with nutsfor mounting the doorbell to the casing.

Total cost of conversion-----$36.95

One more thing. If you have to drill out the doorbell holes in order to make a larger bolt fit through it, be carefull! Doorbell buttons are not made like they used to make'em. This conversion is thereby named "STablemouse" (I get to name it, because I thought of it first (I hope). Good luck!

---Matt Chandler (72667,3321 on Compuserve or "M.Chandler" on Genie). (Downloaded from GEnie)

-- P>S> You're going to like it!....

ST LIBRARY DISKS

Disk 47: ASH v0.70 (C,M)
ST GUIDE v1a (C,M)
ELIMINATION (C,M)

Disk 48: DC FORMAT v2.0x (C,M)
DL II v0.24 (C,M)
SCHIZO v1.2 (C,M)
XUTILITY v2.0/E (C,M)

Disk 49: ICON LANG v6.3 (C,M)

Disk 50: AMULTI v1.2 (C,M)

Disk 51: C COMPILER v2 (C,M)

Disk 52: TRANSFER.ACC (C,M)
WXYTR.TTP (C,M)
AUTO RUN v1.0 (C,M)
BOOT MAKER v1.0 (C,M)
EZ FORMAT v2.7 (C,M)
DCOPY v1.91 (C,M)
SET PRINT v2.3 (C,M)
SI RAMDISK (C,M)
STARTUP v1.3 (C,M)
QUIKLBL v2 (C,M)

C = color monitor M = monochrome monitor

DISK #47

ASH (A SHell) is a DOS-like command interpreter by Jerry Nowlin. It features I/O redirection, command history, recursive (9 level) shell scripts, and file attribute editing. 40K of documentation is included.

ST GUIDE (v.1a, June, 87), by Alan Fisher, is a 150K database of 1024 computer-related magazine articles (magazine, title, date and page) from the pages of Analog, Antic, Atari Explorer, Computel, Computel's ST, Consumer Reports, Current Notes, STart, ST X-Press, and ST-Log. Articles are cross-indexed by magazine title, subject, category within subject, and computer language. Searches may be performed with the included program at any of these levels or by a text string supplied by the user. This is a great complement to the MAGAZINE database provided with QUICK DB on MACC disk #39.

ELIMINATION is a shareware card game from Lanzinger Software. It is patterned after the game SLOW TORTURE. In this version you play against six computer players. Help screens and rules are built into the program. Those who register ($10) with Lanzinger by August 16 and December 31, 1987, are eligible for the two scheduled international ELIMINATION tournaments. The grand prize is - well, they don't say; but if you decide to enter, let us know.

DISK #48

DC FORMAT is a radically improved version of the extended formatter from Double Click Software. Version 2.0 includes not only the standard normal/extended track/sector, regular/fast options, but also fast format (SS and DS) and copy (with multiple option) of Magic Sac disks, SS and DS writing of IBM MS-DOS 3.2 boot sectors, and options for special ST boot sectors (including auto COMMAND shell boot, harddisk bypass, check/set time, and verify off). These latter options are not run from an auto folder, but rather from code written to your boot sector. Click on the lower right corner of the menu and two levels of help screens will be displayed. Like version 1, when used on a color monitor the screen colors are not returned to those selected prior to booting DC FORMAT (at least the colors are attractive). This is by far the most versatile formatter I have yet seen.

DL II, by Simon Poole (author of UNITERM), is a beta version of a very powerful GEM-based disk editor. Features include tools for fixing corrupted disks, displaying disk usage, checking FAT integrity, checking lost and crosslinked clusters, automatic and manual recovery (unerasing) of files, editing file attributes, editing files (sector and file-based), and editing harddrive boot sectors. REORG(anize) is a program run from within DL II which consolidates and cleans up the file organization on a disk. An improved resource file and 12K of preliminary documentation are included. Don't let the beta designation scare you; this is an incredible program!

SCHIZO, by John Ogawa, is multi-function desk accessory which replaces the control and VT52 accessory slots in addition to displaying free RAM and saving the current time and date. This version includes NEUROSIS, a program which allows you to edit the default settings of SCHIZO. 30K of documentation is included.

XUTILITY is anther multi-function desk accessory and the only PD program I know of which allows disk copies between different disk formats (e.g. TOS to extended and vice versa). Functions include display of free RAM, copying with and without format, a disk fix function, keyboard reassignment, system and extended disk formats, and a printer configuration menu which includes switches for the standard Epson foreign character sets. XUTILITY permits you to save the default configuration.

DISK #49

To quote a bit from the ~80K of accompanying documentation: "Icon is a high-level programming language with extensive facilities for processing strings and lists... Icon resembles SNOBOL4 in its emphasis on high-level string processing and a design philosophy that allows ease of programming and short, concise programs. ... Examples of the kinds of problems for which Icon is well suited are: text analysis editing and formatting, document preparation, symbolic mathematics, text generation, parsing and translation, data laundry, and graph manipulation." This version was ported to the ST by O. Rick Fonorow and Jerry D. Nowlin. With the application form on this disk you can register your copy of ICON with the ICON PROJECT at UofA and receive the Icon Newsletter, which is published "aperiodically", and be notified of corrections and updates. There is no charge for this registration.

DISK #50

AMULTI v1.2, by Fred Brooks, is a multi-tasking and multi-user kernel written in Modula-2. It has progressed through various 0.x versions which have been carefully detailed in the docs. But, though it is still a bit buggy, it does work. The distribution includes several tools designed to keep track of the installed processes. The documentation is rather technical and is more a summary than it is thorough. Included with the program is the PCOMMAND shell and BMODEM 2.3A (both with complete docs), both of which AMULTI has been adapted to be used with. Complete TDI Modula-2 source code is included.

DISK #51

This is a recent update to Mark Johnson's shareware C COMPILER. This is THE pd/shareware C compiler. Mark supports it on GEnie and he is even considering a newsletter and a Resource Construction Set. This compiler seems destined to be the "TINY C" of the ST world. The distribution includes everything you need to start editing and compiling C. The compiler is a preprocessor, parser, and code generator all rolled into a single program and the single pass assembler has a switch to generate a standard Atari symbol table. The disk also includes several compiled tools with source code, such as a UNIX-style make utility, a crash analyzer, BUG, and the string search utility, GREP. A public domain MicroEmacs text editor is supplied for editing code. The library routines include source code and the GEM library includes all the VDI and AES routines from the Abacus books. So, what do we have -- a free, full-featured, perfect C compiler? Come on! -- you can spend $200 for a language and not come close to perfect and full-featured. So, to satisfy the nags -- the main limitations are the lack of the type specifiers float, double, and auto, as well as goto/labels. Also, the docs indicate that support for GEM (.PRG) programs is not completely debugged. In other words, it's not much different than the initial release of a typical commercial compiler.

DISK #52

TRANSFER and WXYTR, by Thomas Zerucha, are W/Xmodem/Ymodem/Ymodem1K batch transfer utilities in accessory and TTP form. Option switches include transmit, receive, batch or single file, normal Ymodem, FoReM ST Ymodem, forced CRC, forced checksum, PC Pursuit and 300 baud acceleration, check for WXmodem, and debug (display tranfer progress). Included also is SERINI, an auto folder program to expand the ST's I/O buffers to make more efficient use of the CPU when used for Ymodem transfer or in multi-tasking environments.

AUTO BOOT and BOOT MAKER are programs which allow you to autoboot GEM programs. For those new to the ST, it is possible to make a program with a .TOS extension run automatically when you turn your computer on by changing the .TOS extension to .PRG, creating a folder named AUTO, and placing the program in that AUTO folder. This works only with TOS programs and not with GEM programs (those programs which have a .PRG extension and use the mouse and windows). AUTO RUN, by Peter Beery, is public domain accessory with C source code which permits autobooting of most GEM programs. This is

ST LIBRARY DISKS
(continued from page 5)

the program which he is using to autoboot the new version of the game ORION'S RUN. Documentation is included at the top of the source code. BOOT MAKER creates an autoboot short program (which you place in an autofolder) containing the path name of the GEM program. The path name is specified by simply selecting the GEM program from a GEM menu selector.

EZ FORMAT, by George Miller, is yet another disk format accessory. This one has options for 9-10 sectors and 80-83 tracks. That's a maximum of 819K on a DS disk. It also speeds up the format by turning off the verify function.

DCOPY 1.91, by Ralph Walden, first appeared on disk #31 (v1.7), and again on disk #37 (v1.82). This version adds an alternate menu including hex dump, text file append, change screen colors, restore screen colors, kill screen (until a key is hit), and more archive options (delete, freshen, update, test). There is also a new string handler which increases type and display output. There are still more features, but if the above features haven't sold you... About 40K of documentation is included.

SET PRINT (former versions were called CR8CMD), by Michael Albo, is a GEM-based printer utility specifically designed for the Panasonic KX-P109X series, 1091, and most Epson compatibles. Switches include pica, elite, proportional, compressed, double width, sub/super script, italic, underline, nlq, emphasized, line spacing (1/8, 7/72, 1/6) IBM-PC graphic sets 1 and 2, and send to printer or file.

SI RAMDISK, from the folks at ST Informer, is a desk accessory which permits you to install and remove a ramdisk and printer spooler (throuput = 2000 cps) of arbitrary sizes. Another feature is the ability to specify files or complete directories to be transferred to the ramdisk upon booting. These pathnames, ramdisk and spooler parameters are saved in a configuration file.

STARTUP 1.3 is an improved version of the versatile boot configuration script language. This program permits you to selectively boot accessories, select from multiple DESKTOP.INF files, boot personalized pictures, test variables with standard Boolean operators, and much more, by a user-customized script file read from the auto folder. New features in this version are labels and branching, disk verify on/off, desk color reset, and selective accessory booting.

QUIKLBL is a simple, GEM-based, four line label printer, by David Lindsley. Options include normal, wide, tall, condensed, italic, and bold. The option for tall print seems buggy on my LQ but will probably work alright on 9-pin Epsons. In any event, the Pascal source code is included.

Whew, I think that's enough for this month.

-- ROBERT FORSTER, 16-bit Librarian

IT SURE WOULD BE NICE TO HAVE MORE ARTICLES TO JUGGLE AROUND NEXT MONTH. SHARE YOUR EXPERIENCES -- BOTH GOOD AND BAD -- WITH US. WRITE AN ARTICLE FOR THE NEWSLETTER AND GET YOUR NAME IN PRINT. YOU'D BE SURPRISED HOW MANY PEOPLE ARE ANXIOUS TO HEAR WHAT YOU HAVE TO SAY--TO LEARN FROM YOUR EXPERIENCES. ANY FORMAT IS OK--

THANKS-- Roger

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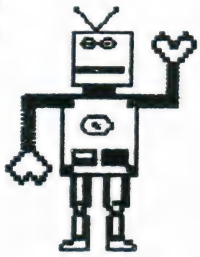

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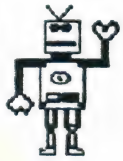

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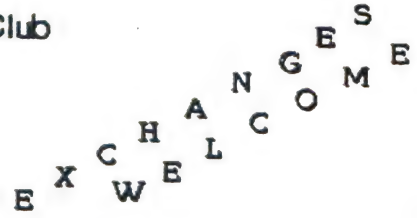

Vol 5 Issue 2
August 1987

MEMBERSHIP BENEFITS :
Disk Library (now has 8 5 disks)
Discount purchases at various area vendors
Support from other ATARI users
A monthly Newsletter
S T SIG plus ST Library Disks
ATARI User Group Support

(PLEASE NOTE)
Items for print in the newsletter must be submitted 14 days before the next meeting
(handwritten copy okay if legible)

Permission is granted to any ATARI Users Group to reprint any selection from this newsletter, providing credit is given to the originator of the article

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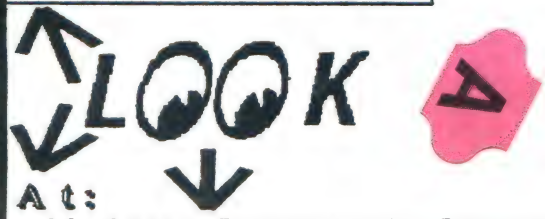
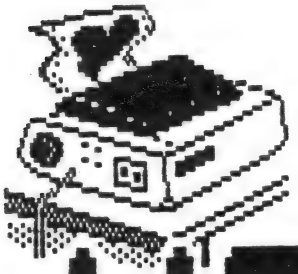
Modesto Atari Computer Club
P.O. Box 3811
Modesto, Ca. 95352

Our next Meeting:
August 13, 1987
(Thurs.) 7:00 pm



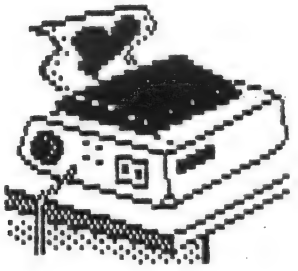
At:
Modesto Community Service Center Auditorium
800 E. Morris Ave.
(Just east of Sunrise)

TO :
J.A.C.G. Newsletter
c/o R.P. Mulhearn Jr.
8 Cresent Rd.
Pine Brook NJ 07058



HC-RACE

AUGUST



KANSAS CITY NORTH ATARI COMPUTER ENTHUSIASTS

This newsletter is written and printed by members of KC-NACE, an association of individuals with a common interest, using and programming ATARI computers. This group is not affiliated with ATARI Corp. nor with any other commercially oriented organizations.

Opinions expressed in this publication are those of the author and do not necessarily represent the opinions of KC-NACE.

Articles appearing in this newsletter may be reproduced, providing credit is given to the author and KC-NACE.

KC-NACE membership fee is $15.00 per year per individual or family. Memberships include a subscription to the KC-NACE newsletter and all other club activities.

KC-NACE meetings are held on the fourth Monday of each month at the Gladstone Community Building, 70th and North Holmes in Gladstone, Mo. Meetings are held from 7:00PM to 9:00PM.

OFFICERS FOR 1987

President Bob Porter (816)792-0950	Treasurer Mario Ramirez (816)454-5509
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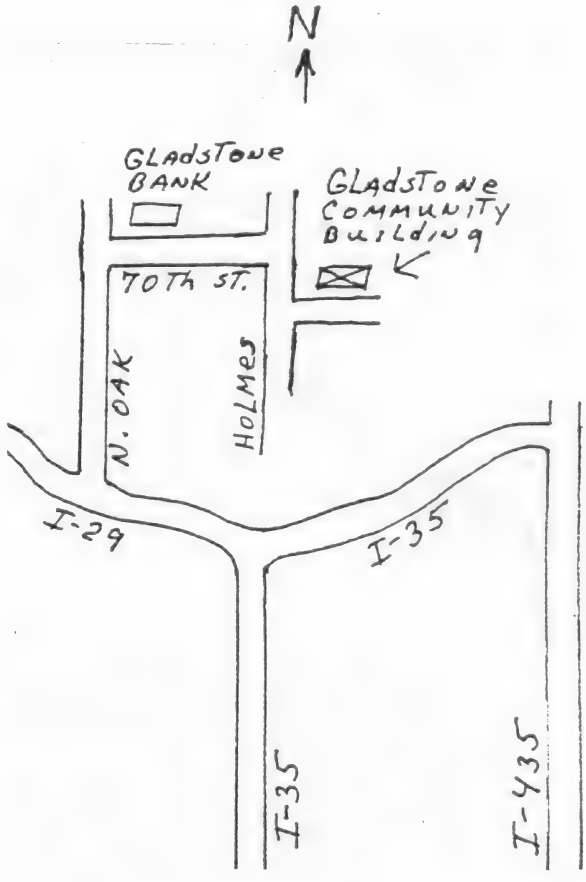

Mailing Address

KC-NACE
P.O. Box 28846
Kansas City, mo. 64118

THE PRESIDENTS CORNER

BY
BOB PORTER

I wrote last month that I was going to chicago to the Atari Fair, well , believe it or not, it was cancelled before I arrived. Well, thats the way it goes sometime. How I did get a chance to attend a IBM PC Clone show and I was not impressed. I admit I got the chance to see some new hardward, but it was not what I expected from a Major force in the computer industry.

I don't know about you, but what I am hearing concerning Atari is encouraging if it is true. The hardward is suppose to be coming out and on its way to market even if it is half way around the world. I believe if they put what they say they are going to put on the Market, it will assure them a viable spot in the computer industry. For instance, the PC-DITTO software, (if you don't have it, get it). In my opinion, it is one of the best things Atari could have allowed on the market for its computers. It gives one slow IBM PC clone, but IBM none the less. I had the biggest thrill looking in magazines at software that I may can use that is not written for the Atari. I also get the biggest thrill talking to my friends that have or is thinking about the IBM. My remarks are, I have a faster computer, I have more usable memory than IBM, I can play games and now I can use the same software as the IBM, what can I get thats any better than what I have.

Before I go, I want to say thanks to the members of KC-NACE, I think you are the best bunch of people I have had the pleasure of knowing. Even though the meeting was very informal, I had the best time I have had in a long time. From me to you, THANKS!

KC-NACE MEETING WILL BE AUGUST 24:
BE SURE AND BE
THERE BECAUSE THERE WILL BE A LOT TO DO TO PREPARE FOR THE FALL AND WINTER MEETINGS. WE HOPE TO HAVE A NEW OUT LOOK, NEW INSIGHTS AND NEW PROSPECTIVES FOR THE MEMBERS.

THE PRINTER: A GOOD BUY AT ANY COST

BY
KEN HUNT

When I received the early summer DAK Industries catalog, a electronic typewriter (Silver Reed) caught my eye. It looked like all the others, the price was good not great, but it had a built-in parallel interface.--I have a Gemini 10X printer. It does graphics and the emphasized text is not bad but it doesn't have near letter quality, and nothing even close to letter quality printing. I bought it about two months before NLQ became available so I have been putting up with it since then. My wife and I have both needed letter quality printing on occasion so I ordered the typewriter/printer.

DAK has a 30 day trial period so I thought we could try it and send it back if it was junk.--It hooked right up to my Ape-Face interface. As a typewriter it has many features: 10,12,15 characters per inch, line centering, boldface printing, automatic underline, justified right margin, correction tape and more. A memory card is also available for text storage. But as a letter quality printer, it is compatible with Atariwriter+ and I expect most other word processing programs. After putting it into the interface mode there is one extra command needed to turn the auto line feed on. This makes the printer line feed when it receives a carraige return otherwise it prints line after line with out advancing the paper. It is rated at 10 characters per second but seems faster because it prints bidirectionally.--The print quality is true letter quality. The electronic typewriter uses a daisy wheel and a one pass ribbon.

Other print wheels are available but the ribbon seems to run through quickly. Replacements are about $2.50 to $3.50 each. Used as a printer the correction tape will last a very long time.--DAK's price is $169 + $9 postage/handling. At that price this typewriter is a pretty good deal, or as a letter quality printer it is a pretty good deal. But as a LQ printer and a full featured typewriter it is a great deal.--You can get the latest DAK catalog by calling 1-800-325-0800.xxxxxxxx

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DAL-ACE

DALLAS ATARI COMPUTER ENTHUSIASTS

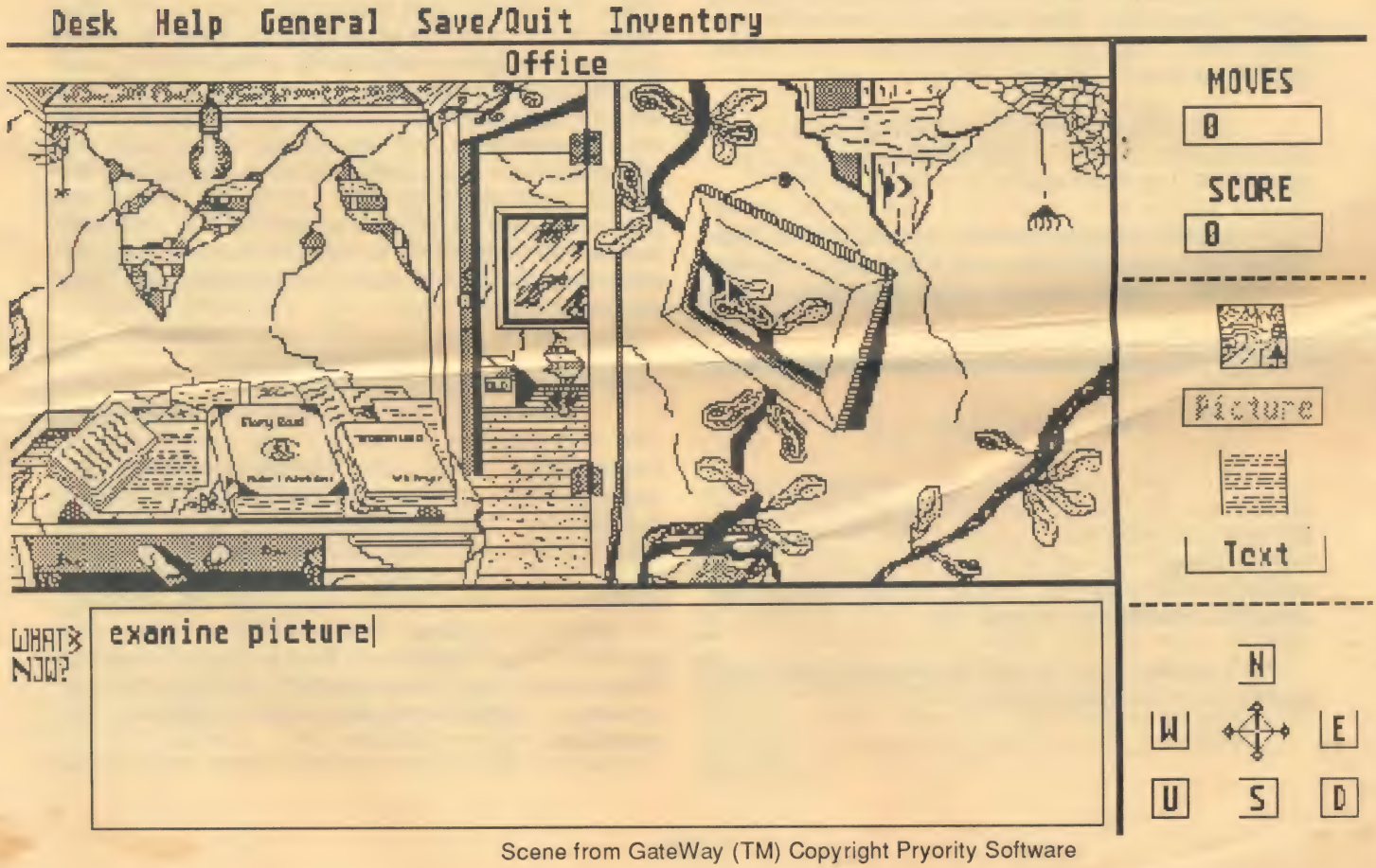
AUGUST 1987 ISSUE

NEW ST BBS # 255 - 8256

REVIEWS:

GATEWAY CAD 3D HARDBALL

INTERLINK ST



Scene from GateWay (TM) Copyright Pryority Software

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SURPRISE DRAWING!

Anyone who didn't make it to the July meeting really missed out! Each of ten lucky winners took home their choice of a FREE club disk from either the 8-bit or the ST library.

We will be having drawings and other surprises from time to time at the meetings, so if you don't show, you don't win.

Winners for July were: Angela Burns, Bob Childress, Ken Gibson, Jeff Golden, Patrick Hykkonnen, Dow Mullins, John Saunders, Tom Simes, Jim Tedford, and Rene Tucker.

DAL-ACE SURVEY

All right, out there. We have had some response to our yearly survey, but NOT ENOUGH! So, everyone who hasn't already sent in their survey forms, please do so as soon as possible. The deadline has been extended to the newsletter production meeting on August 23.

Thanks to you on-the-ball people who have already filled out their surveys.

CHICAGO ATARIFEST CANCELLATION NOTICE

JLP NOTE: Almost everything you read here happened during the planning of the Texas AtariFest, except for the squabbling between groups. Without the dedicated work by several people, and the leadership of Bill Bailey, you would probably have read something like this from us, instead of enjoying the show.

This is a notice that the AtariFest, originally scheduled for Chicago on the 25th and 26th of July, 1987, has been officially cancelled. There were several reasons for doing this, but FIRST and FOREMOST, let me dispel three major rumors that have been spread about the 'Fest in Chicago.

FIRST: The 'Fest in Chicago did NOT at ANY time have any problems with the unions. This is a rumor spread out of Michigan through a misunderstanding on their part, and has not at any time been true.

SECOND: Last Spring, a Wisconsin group started rumors that the Chicago 'Fest was cancelled - at THAT time. WRONG! It may be now, but not previously.

THIRD AND FOREMOST: ATARI DID NOT PULL THE PLUG ON THE CHICAGO FEST. The decision to pull the plug was made by the two Chicago area groups that did all of their work - Lake County Atari Computer Enthusiasts (LCACE), and the ChicagoLand Atari User's Group (CLAUG). It is my understanding from Neil Harris, that at least one downstate Illinois group has been spreading the 'Word' (read RUMOR) that Atari Corp. pulled the plug. Not true. Atari DID advise us that if the fest looked real shaky that it might be best to drop the show and reschedule, but it was our decision. This we chose to do.

WHY THE 'FEST FAILED

There are several reasons why the 'fest failed. We had planned the show to be held in a local Ramada Inn. Now, I don't know how much of a guarantee other groups in hotels had to give, but the best deal we could come up with was a 100 room per night guarantee plus a substantial fee for the 12700 sq. ft. hall. This IS high compared to other cities, but very reasonable around here. We went with this for several reasons. There were NO unions to consider. The Hotel was within a couple blocks of O'hare airport, and within a mile of several Interstate highways. Food and rooms were available on the premises.

To cover the expenses of the hall, booths, power, etc., we had to have a minimum of 30 vendors to pass the break-even point. As of 15 June, only 5 had bothered to commit with money - the rest gave a bunch of excuses about not scheduling budgets more than 30 days in advance, and the like. What these companies fail to realize is that we needed their down payments in advance so we could cover our own expenses.

What it finally came down to was that we were looking at a $6000.00 committment for the hotel alone, with only 5 vendors. Our phone calls and letters to the lagging companies failed to do any good - they wouldn't even send a down payment.

Last October when Sandi was in town, we were told that if we had trouble getting vendors to commit, that Atari would give them a push for us. In May, we went to Sandi, and were told then that she couldn't do that, and we were on our own. We found out too late from Neil Harris, that this was NOT the official Atari position. (JLP: We didn't have this problem, but instead had equipment promised that didn't show.)

Secondly, the groups involved were spread out over too wide an area. In all, there were over 300 miles between the northernmost (Militari) and southernmost (BASE) groups with CLAUG, LCACE, SCAT, and RACC in between. Those of you who are thinking about organizing a fest, keep that in mind. It is impossible to keep in good contact over a large distance without running up extraordinarily large phone or gas bills. We also had a problem with meeting attendance. When the meetings were held after the Suburban Chicago (SCAT) meetings, almost all six groups attended (except Militari, who only attended two or three meetings through the whole course of events). When the meetings were unanimously scheduled after the CLAUG or LCACE meetings, SCAT, RACC, and Militari never showed up - even when there was no conflict with their own meetings - and these accounted for half of the committee meetings. You cannot communicate if you don't show up for the meetings. Bear in mind that all attending groups agreed on the [illegible] dates and places before a time and place was definitely set.

Lastly, if a group volunteers to perform a specific job, it is up to them to make sure it is done. In our case, Militari volunteered to copy and compile the packet for our second mailings. After they volunteered, we never heard from them again. The Suburban Chicago group volunteered to do the first and second mailings to vendors, and the mailing to dealers - in short, to fill the hall with exhibitors. They also volunteered to do all the printing and the ticket design to help fulfil the obligations of the Rockford group. The second vendor package mailings were eventually done by LCACE (instead of Militari and SCAT) and the printing was done by CLAUG and LCACE. To top it off, we found out on 6 June that the tickets had not even been designed yet - much less had any been printed for pre-show sales (a VITAL part of our plan) nor had they done any dealer mailings - after telling us for well over a month that it had all been taken care of.

In view of the short time before we could no longer cancel, the lack of support from Sandi, absolutely NO advance ticket sales and the fact that we were hitting a stone wall with vendors (other than the 5 we had) we decided to cancel. We are currently thinking of completely re-organizing the committee with a rescheduled date next year, but nothing has been decided yet. If we do reschedule, you can bet there will be several MAJOR changes made from the first attempt.

If you have any questions, comments, or (hopefully) suggestions, leave mail on GENIE to G.FEID, on CompuServe to number 74146,162, or on the 'Once In A BLUE MOON' BBS at 312-457-2219 - 24 hours a day, 300/1200 baud.

DALEKS

Review (and editorial)
by Bob Dain

First of all, you should know that I don't play games on my ST. I've seen, and maybe toyed briefly with many wonderfully crafted and beautiful games, but mostly I use my machine for word processing, taking care of business, and trying, usually not too successfully, to figure out [illegible] application program.

So why am I writing a review of DALEKS? Cause I somehow got hooked on it, addicted to it, obsessed with it. It's a maddeningly simple game. The playing field contains good old you (in robot guise) and a bunch of Dalek robots which increase in number with each succeeding screen. You are defenseless except for your intelligence, a "sonic screwdriver" which will zap all Daleks that sidle up next to you (but only once per screen), and a teleporter which you want to use with care, because it unfortunately puts you down at random locations, so that one or more of the Daleks might just immediately move in to touch you and that's it -- game over!

So how do you survive and win points? As the Daleks inexorably move in all directions toward you, just get them to crash into each other until they're all gone and you're on to the next screen. I don't really know what the high score is, but let me know if you top my current 6290.

All you have to do to own this terrific game is to download it from the ST bulletin board! Yep, DALEKS is just another example of excellent programs which their authors have freely shared with us. You will recognize shareware by a statement from the author, and by a name and address to which you are gently asked to send five, ten or fifteen bucks.

If you are like me, there are several shareware programs which you use often, so whether you downloaded the program, or found it on a club disk; if you like the game, use the utility or the application program, or whatever - send money. The programmer deserves your applause, and that's the way to encourage the author to write more good stuff - and to upgrade the programs they have already given us.

WORLD OF ATARI FAIRE

By Nat Friedland, ANTIC Editor
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Santa Clara Show Debuts: "Finalized" Atari laser printer - Near-beta Word Perfect,... & more.

With all the other Atari Fairs that took place during the past 12 months and the huge Consumer Electronics Show just three weeks ago, it was surprising to find so much new to see last weekend during the hastily-organized World of Atari Faire at the year-old Santa Clara Convention Center.

But several unfamiliar companies with impressive ST software made their Atari Fair debuts last weekend. And a near-production version of the Atari SLM804 laser printer had its first public showing. This report concentrates on products that have not been reported on previously.

The Atari laser printer is smaller and lighter than most current models, but seems just about as fast and sharp. It was operating in Diablo 630 emulation with a 4Mb Mega ST running a pre-release version of the Microsoft Write word processor with a WYSIWYG display. The laser controller board is in a modem-sized box cabled between the ST's high-speed Direct Memory Access (DMA) port and the printer. This controller box also has a second DMA port for connecting a hard disk. This 300-dots-per-inch printer supports Atari's GDOS (which automatically uses the highest resolution available to a printing device). We picked up a selection of the sharp graphics and multi-font printouts that the Atari SLM804 kept churning out throughout the day. Late summer or September is the current estimated market arrival for the Atari Desktop Publishing System.

At a neighboring booth, Word Perfect was showing a near-beta version of the forthcoming ST edition of its best selling word processor. The GEM-based software, due in September, looked extremely fast and powerful. It will list at $395 but is often discounted by more than 50% in the IBM version. The WP rep said that the company is working closely with Publishing Partner's developers to assure immediate desktop publishing compatibility for the word processor.

Programmers will love Omniware's new Edit/Booster, an ST text editor that also generates GEM code by mouse. Select "Draw A Circle" from a drop-down menu and the GEM code appears in your program. The version currently on sale just works with C, but updates for GFA BASIC, Personal Pascal and Modula-2 are promised soon. Omniware, based in Bellevue, Washington, also showed a desk accessory controller for the widely used Hewlett-Packard Laserjet printer and an H-P terminal emulator.

Iliad Software of Orem, Utah, another new entry, showed a powerful, user-friendly CAD/drawing program, Athena II, selling for $99.95. Athena requires a 1Mb ST, but functions in either color or monochrome. Coming soon is a circuit-testing simulation program called Circuit Maker. The company was also showing a multiuser, multitasking operating system, PDOS, which is similar to the system used on 68000-based VME workstations.

A wide-ranging product line of specialized business applications for the ST was shown by Hi-Tech Advisors of Winter Haven, Florida. Their $199 titles included Church Manager, Service Station Manager, Video Store Manager, Inventory Pro and Sales Pro Plus. Mail Pro handles custom mailing lists and form letters for just $69.

SBT of Sausalito, California kicked off a line of dBASE III business accounting modules based on the ST's dBMAN clone.

Beckemeyer Development Tools of Oakland, California showed their latest addition, a touch-screen restaurant menu system. The demonstration model for a Chinese restaurant was almost frighteningly complete and efficient.

Two image scanners were shown at the fair. Navarone, of Sonora, California had a $1,239 ST system including the Canon IX-12 scanner. The simpler $99.95 IMG Scan from Seymor-Radix of Irving, TX used a small box that tapes to the print head of any dot matrix printer that supports graphics.

Old-timer Lou Schwing of Astra Systems was gleefully demonstrating the ruggedness of his HD+ unit which combines an 20Mb hard disk and a double-sided ST 3.5" disk. The HD+ was notably cool and even kept operating as he waved it in the air and laid it on its side.

DeskCart, a $99.95 cartridge from Quantum Micro of Liverpool, New York, is a real-time clock/calendar with a full set of Sidekick-type desk accessories including a filer, calculator, address book, notebook, macros, RAMdisk driver and other utilities. The cartridge format is claimed to save memory and operate faster.

The World of Atari was busy and profitable for most exhibitors throughout its Friday-Saturday run. The thriving Antic booth was showing upcoming ST graphics software from The Catalog - Cyber Paint, a paint program that creates images for animation with Cybermate, and Spectrum 512, a smooth-lined, ultra-clear paint program that can display all the ST's 512 colors simultaneously.

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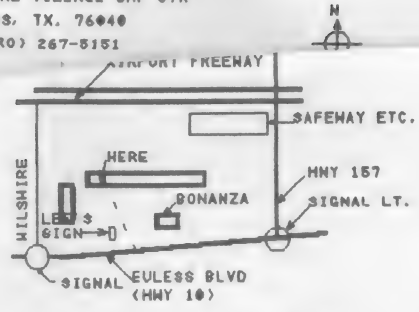

ATARI
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COMPUTER AND PERIPHERAL SERVICE

HARDBALL

Written by Dan Thompson
Reviewed by Bill Sheppard
Reprinted courtesy of Computing Today, found on GEnie

SCORECARD:
Features - 9 Performance - 8
Graphics - 10 Sound - 8
Ease of Play - 9 Error Handling - 10
Documentation - 8 Support - 9

From:Accolade, 20833 Stevens Creek Blvd., Cupertino, CA 95014 (408)446-5757
Suggested List: $29.95

Have you ever seen a game on the shelf, looked over the package, decided that it looked fantastic, and then noticed that it was only for another computer? Well, I first saw Hardball about a year ago, and the packaging was very enticing. However, much to my dismay, it was only available for the Commodore 64. Well, Accolade is now porting some of their titles over to the Atari 8-bit line, and if Hardball is any indication of future offerings, they will be a very welcome addition to the list of companies currently writing for our favorite computer.

Hardball is an arcade-style baseball game for one or two players. It combines both the action features of Star League Baseball with the strategic possibilities of Micro League Baseball. Hardball will allow for player substitution, choice of pitch, choice of swing, stealing bases, bunting, and designated hitter. Several graphics screens are used during game play. During the pitch, a view coming from an imaginary camera immediately behind the pitcher is used. As the ball travels towards the batter, it appears to get smaller. During this view, a small overhead view appears in the bottom corner, allowing the pitcher to keep tabs on the baserunners. Upon hitting the ball, the view switches to either the left or right half of the outfield, as seen from the catcher's viewpoint. The center fielder will [illegible] views.

Hardball is heavily copy-protected, but back-ups can be made with Happy revision 7.0. One back-up copy may be purchased for $10.00. Free replacements of defective disks are made for 90 days; a replacement fee of $10.00 will be charged after the warranty period.

Virtually all game play is done with the joystick. For the pitcher, one of four pitches (depending upon the pitcher selected) is selected by pushing the joystick in one of the main directions, and then pushing the button. Pitches allowed include offspeed, slider, changeup, curveball,

sinker, fastball, and fastball!, which is a real screaming version of the normal fastball. The batter then chooses to bunt (by pushing the joystick down), and if there are base runners, whether any of them should steal. Once both batter and pitcher have made these selections, they are presented with a new set of choices. The pitcher now chooses where the pitch should go (high, low, outside, inside, or right over the plate). Once the pitch has been thrown, the batter can swing straight away, high, low, inside, or outside. When the ball is hit, the view changes to that which would be seen by the catcher. The computer selects which player would be most appropriate to retrieve the ball, and moving the joystick will move this player. If the computer selects the an infield player to get the ball, and it passes this player, then the outfielder closest to the ball will become active. Once the player has retrieved the ball, you can throw to any of the bases by moving the joystick towards that base, and pressing the button. If no selection is made, after a few seconds the ball will be returned to the pitcher.

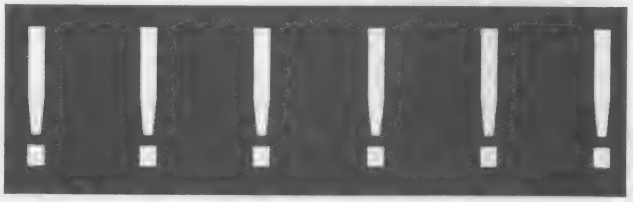
A sense of perspective is used by having the rate of throw be proportional to the distance the player is from home plate. For instance, when the centerfielder is throwing to the catcher from deep centerfield, the throw will begin moving very slowly, and pick up speed as it approaches home plate. Each player has several managerial options available. The batting team is allowed to make player substitutions, and exchange positions. The pitching team may make those two changes, as well as set up the infield for a double play, and shift the outfield left or right. An intentional walk may also be called. Full statistics are shown for each player on the team, and there are roughly twice as many players on each team as can be fielded, giving the player ample choice in player substitution. The same players always make up each team, and their statistics remain constant. The two teams are the Champs and the All-stars, and you may choose which team is home and which is away, which is played by the computer (in single-player mode), and whether a designated player will be used.

Game play is relatively easy to learn. All joystick options are displayed on-screen at all times, and many of the movements are intuitive. Response is generally good, although occasionally I found that I had to try twice to get a fielder to throw the ball. There were a few small points about the game I didn't care for. Once you decide to go to the next base, you cannot go back. This eliminates any chance to be caught in a 'hot-box'. Also, I prefer to have control over which player will retrieve the ball. Also,when the pitcher is choosing where to place his pitch, the catcher's glove will move in this direction, allowing the batter to see where the pitch will go. I did discover that if I didn't allow the joystick to return to center position after choosing the type of pitch, I could choose where the pitch would go without the catcher's glove reflecting my choice.

Documentation is generally good, but there are several points which are not covered with left me with questions. For instance, I am unclear as to what the effect of swinging, say, outside has upon the hit. Does this mean that I must swing outside to hit a pitch thrown outside, or will this merely cause an opposite-field hit, regardless of pitch thrown?

Graphics are superb. The pitcher's windup and pitch is shown with very smooth animation. Base-runners are also animated very smoothly. Sound is used well, although it is not as extraordinary as the graphics. I was not able to crash the program, short of pressing System Reset, which will reboot the system.

Hardball is well worth looking into for any fan of computer sports simulations. Personally, I still prefer Star League Baseball for solo play, mainly because of the increased control it gives me over the players. However, this is purely subjective, and in no way reflects upon the quality of the program. Hardball should prove very popular, and I look forward to future offerings from Accolade.



IMPORTANT!

WE NEED A CCD REP!

The position of CCD representative is one of the easiest, and one of the most important, jobs you could do for the club. If we do not have a CCD rep, we WILL be kicked out of the CCD and no longer be allowed to meet at the INFOMART.

The CCD rep's job is to attend CCD meetings and represent DAL-ACE. CCD meetings are held the Monday after the normal monthly user group meeting at 7:30 p.m., and may soon be bi-monthly.

THIS IS IMPORTANT! The very SURVIVAL of our club is on the line! If you want DAL-ACE to keep meeting at the INFOMART...

VOLUNTEER NOW!

INTERLINK ST

Reviewed by John Pellet

INTERLINK ST is a new communications software package from Intersect Software in Florida. Suggested retail price is $39.95. It is not copy-protected. Since I was unable to find a local stock, I ordered directly.

INTERLINK is a two screen system, one being the 80 column terminal mode, the other the GEM screen where you can do all the neat functions not duplicated by the function keys. INTERLINK uses the function keys but allows you to set 20 via the Alt- and Control-F1-10 combinations.

When INTERLINK is loaded the first time, most users will set up the dial directory. Each dial directory holds up to 20 phone numbers, along with RS-232 and system settings, along with logon parameters. From this dial menu, INTERLINK supports dialing once, repeatedly, or in any user defined sequence of the 20 entries. You can set the modem response expected so even non-Hayes modems are supported.

INTERLINK supports multiple file transfer protocols. Xmodem, including automatic CRC and slow-response modes for busy packet systems, ymodem, which can be faster, ASCII, using xon/xoff, prompting, and CR/LF stripping options, and a loadable setting for future enhancements. The only apparently lacking version is an ASCII echo, where it waits for each echoed character before sending the next one.

RS-232 buffer size, along with the capture buffer, are part of the startup settings, again user-settable. In addition to the normal system parameters, INTERLINK offers a 48 line mode in high res, along with word wrap, translation tables, and VT52 emulation. Future terminal emulations are intended, supported by a user-loaded emulation choice.

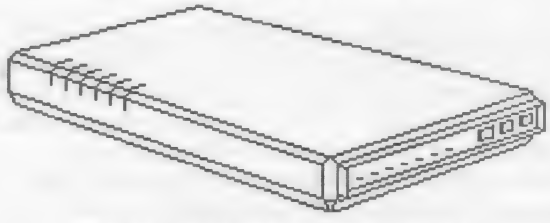
INTERLINK supports all standard TOS disk functions, like format, show, print, and copy. In addition, the format will create either 360K or 400K sides. You can also execute another program from within INTERLINK (to arc that upload?), assuming you have enough RAM, and that your host will wait for you (remember you can set the RS-232 buffer).

All of the above seems a rather normal list of expected features in a good terminal program. INTERLINK has them, plus a couple that take it to the realm of the extraordinary.

First, INTERLINK has a rather complete remote user function, allowing users to call your computer and leave messages, upload and download files, and so forth. Three access levels are supported, allowing minimal, medium, and full access to your system. Each is protected by a password that you set, so you can grant different friends different access levels to your machine. Either a hardware or software modem auto answer is fully supported.

INTERLINK allows the user to "record" all mouse selections and keystrokes, then "save" them to disk for later "replay." I use a recording played at startup (automatically) to call up the dial menu, but it can also be used to automate message retrieval or similar tasks from a remote system. And you can tell INTERLINK the clock time at which you want it to play a "recording." This is an extremely POWERFUL feature implemented in a very user friendly fashion.

In summary, while the current version has a few irritations (like the system always starts with the capture buffer on, and there seems to be no way to reset the connect timer) and bugs (word wrap doesn't appear to work), this is the first serious challenger to FLASH I've seen. It is even more user-friendly, equally powerful (excepting emulations), and can act like a mini-BBS.



THE SPIDER (tm)

HARDWARE REVIEW

The Spider (tm) is the name of a series of intelligent serial interfaces. These devices contain four or eight RS232 compatible serial ports, 8K, 64K or 256K of memory, and their own processor and operating system, programmable from a computer attached to one of the ports.

Uses for the Spider (tm) range from operating a multiline BBS from one serial port of a computer to sharing printers and other serial devices among several computers. Simpte networking schemes between computers can also be set up using a Spider (tm).

Basically, the Spider (tm) is a device based on a 65C02 and has four or eight RS232 ports under direct control of that processor. The controlling computer connects to port 0 and other devices are connected to the remaining ports. Various combinations where some of the programming is done on the controlling computer and some is uploaded to run on the Spider (tm) is possible.

Programming the Spider (tm)

Since the Spider (tm) does have its own processor (the 65C02) and memory (8K, 64K, 256K or 1 meg) it was programmed to allow software to be added to it by uploading from the controlling computer.

The Spider (tm) is a computer, with the CPU, RAM, ROM and I/O ports. A memory map and instructions for programming are available. Some instruction, adequate for most general applications, is included in the user manual supplied with the Spider (tm). For more specific applications and for programmers intending to create packages to market, there is also a developer's kit available, which contains much more detailed information about how to program the Spider (tm).

Currently, all programming intended for upload to the Spider (tm) must be written in 65C02 machine language. However, there are a few people working on various interpreters for the Spider (tm). When these interpreters are complete it will be possible to program the Spider (tm) directly using a terminal emulator.

How to order a Spider (tm)

The Spider (tm) may be ordered directly from Nite Lite Systems. Only prepaid orders are being accepted for this device. Send a check or money order for the exact amount of the configuration you request, including the 5% Mass. sales tax if you are ordering from a Massachusetts address, plus $5.00 for shipping and handling to:

Nite Lite Systems
P.O. Box R
Billerica, MA 01821

Currently, the four-port Spider (tm) and the developer's kit (a four-port Spider (tm) and developer's documentation, plus access to more help on-line) are available. Allow 2-4 weeks for delivery. Pricing as follows:

Product	Base price	Incl. Ship.
4-port Spider (tm)	$199.95	$204.95
Developer's kit	$299.95	$304.95

Any questions concerning this product can be directed to the SysOp either in any message base on this BBS or in a logoff comment. If you wish to be contacted by telephone, leave your name and telephone number in a logoff comment along with other information required to return your call. If you want your name added to our mailing list, leave a logoff comment requesting that and include your name and address with zip code. Dealer and distributor inquiries are invited.

WIFE'S LETTER

by W. J. Parsons in Diablo Talley(Pg News)
reprinted from JACC

To My Darling Husband:

I am sending you this letter in a bogus software company envelope so that you will be sure to read it. Please forgive the deception, but I thought you should know what has been going on at home since your computer entered our lives two years ago.

The children are doing well. Tommy is seven now and is a bright, handsome boy. He has developed quite an interest in the arts. He drew a family portrait for a school project. All the figures were good, but yours was excellent! The chair and the back of your head are very realistic. You would be very proud of him.

Little Jennifer turned three in July. She looks a lot like you did at that age. She is an attractive child and quite smart. She still remembers that you spent the whole afternoon with us on her birthday. What a grand day for Jen, despite the fact that it was stormy and the electricity was out.

I am also doing well. I went blonde about a year ago and am delighted to discover that it really is more fun! Lars -- I mean Mr. Swenson, the department head -- has taken an interest in my career and has become a good friend to us all. I have discovered that household chores are much easier since I realized that you didn't mind being vacuumed but that feather dusting made you sneeze.

The house is in good shape. I had the living room painted last spring. I'm not sure you noticed it. I made sure the painters cut air holes in the drop cloth so that you wouldn't be disturbed.

Well, my dear, I must be going. Uncle Lars -- I mean Mr. Swenson, is taking us all on a ski trip and there is packing to do. I have hired a housekeeper to take care of things while we are away. She'll keep things in order, fill your coffee cup, and bring your meals to your desk, just the way you like it. I hope you and the computer have a lovely time while we are gone. Tommy, Jen, and I will think of you often -- try to remember us while your disks are booting.

Love, Mary

BUREAUCRACY

FROM INFOCOM

Reviewed by Angela Burns

RETAIL PRICE: $39.95 for both 8-bit & ST versions

BUREAUCRACY is the latest text adventure from INFOCOM, long the leader in such things, and Doug Adams, author of The Hitchhiker's Guide to the Galaxy.

Available for both the 8-bit and ST computers, BUREAUCRACY was inspired by Mr. Adams' adventures with a bank change-of-address card (not a pretty story). After a move, his checks and credit cards were mailed to the wrong address, and he found it time-consuming and frustrating to get them to acknowledge and correct the error. Even after everything had been "set right," they sent him a letter of apology - to his OLD address!

The documentation is cute, but it has nothing whatsoever to do with the game (as far as I can tell). It mimics those ludicrous public service booklets that companies and agencies so love: a little story about your move and your relationship with Filmore Fiduciary Bank, illustrated like a 1957 elementary school textbook. Included is a credit application which you are to fill out with the enclosed skinny pencil. Once you do that, look at the two carbons - the questions on the carbons are different from those you answered on the top copy! Some of them are really hilarious! There is no score displayed in the usual way in BUREAUCRACY; instead, your blood pressure reading is shown at the top right corner of the screen. Every time something irritating happens to you, your bp goes up; when things are going well, it returns to normal. You are given your score upon quitting the game.

All this should give you some clue to what it's like to play BUREAUCRACY. As usual with INFOCOM and with Adams, the game is interspersed with witticisms; but after half an hour or so of play, you're not sure they're so funny any more. This has got to be one of the most frustrating games I have ever seen! You can't get your mail, the bank is closed (when it's open it might just as well be closed), your U.S Excess card has expired, you don't have any cash; in short, your life is a nightmare. And do you think in a month I have figured out what to do about ANY of this? Not on your life! I have never seen a game where EVERYTHING one can think of to do is so utterly USELESS! I am even beginning to suspect that there is not really any way to win the thing - maybe in a few months, INFOCOM will announce that the entire thing was a hoax! (I have a rich fantasy life, don't you think?)

You would think all this frustration would make a person hate this game, but just the opposite is true. I am positively addicted to it, even though I can count on dying of high blood pressure within half an hour of the beginning of each session. BUREAUCRACY is a real challenge. I think you'll enjoy it.

NOTE: Personally, I think it's a good idea to buy the hint book for BUREAUCRACY when you buy the game. However, you may want to know that the hint books are not yet available at this writing. Don't say I didn't warn you!

TOYS FOR TOTS

This year we will once again sponsor a TOYS FOR TOTS event at our December meeting. Last year was a lot of fun, and we raised some money for a good cause, too! So we're hoping to see you all join in this year to make it even better than the last one.

There will be an auction of the products received by the club for review thoughout the year, as well as any that club members thoughtfully donate.

Marc Salas, who also ran the TOYS FOR TOTS meeting last year, will be in charge. He needs volunteers for set-up, etc. Contact him via either BBS or corral a board member to let us know you'll be volunteering.

SWAP MEET COMING UP!

At the September DAL-ACE meeting, we'll be doing something new. We're having a swap meet!

If you've got some old hardware or software around that you don't use, now is the perfect time to unload it! Just fill out the form below and give it to any officer by September 1 to get a table. There will be a small charge for a swap meet table - $1.00 or 10% of sales, whichever is less! Can't do better than that!

NAME: _____ _____

ADDRESS: _____

_____

PHONE: _____

SEE YA THERE!

SILENT BUTLER

Reviewed by Bill Sheppard

Reprinted courtesy Computing Today, found on GENIE

SCORECARD:

Features - 7	Installation - 10
Performance - 8	Ease of Use - 8
Error Handling - 10	Documentation - 5
Compatibility - 8	Support - 8

From: Atari Corporation, Sunnyvale, CA 94086

Suggested List: $34.95

Silent Butler is another addition to the arsenal of home bookkeeping programs published for the Atari 8-bit computers. It offers a number of features unique to this type of program, as well as being one of the easiest to use. This is also one of the first new releases from Atari Corporation for the XL/XE series of computers since Tramiel & company took over.

Silent Butler is designed to manage your checking and saving accounts, pay your bills, keep your tax records, and maintain an appointment book. With the purchase of the optional Checkholder, you can have your printer pay your bills using your existing checks.

Silent Butler will maintain three checking and three savings accounts. The program will allow 1330, 637, and 315 annual entries for the three checking accounts, respectively, and 231, 182, and 168 annual entries for the three savings accounts. It will also store up to 78 birthdays / anniversaries / reminders, and inform you of them if desired. The program will maintain tax records, such as categorizing income and expenses, and summarize them in a format allowing you to directly transfer them over to your tax form.

The program isn't copy-protected, but you will need a sector copier to back-up the program disk. Upon first booting the program (you needn't press OPTION when booting), you will be asked to insert your data disk. Silent Butler will recognize that you have not previously entered data, and ask you for start-up information. The process is straightforward and well-documented on-screen. Upon subsequent bootings, after inserting the data disk, you'll only be asked for the current date.

Silent Butler's daily operation is styled as if you have a butler inquiring as to what duties you'd like him to perform. While this style makes referring to the manual largely unnecessary, it also make requests for information very lengthy, which becomes annoying after becoming familiar with the program. As an example, here is the dialogue presented for entering today's date. With your permission, might I take just a moment of your time to request today's date for my daily journal? ... Are we still in the year 1986? ... And what month of 1986 might we be in? ... May I ask what day of September 1986 this is? ... My daily journal now indicates that it is September 2, 1986 ... Is this correct? As you can see, while this style makes it very clear as to what information is desired, reading through all the prompts becomes tedious very quickly. Perhaps if an option for less verbose prompts was provided, this problem could be sidestepped.

In keeping with the style of a butler, there is a daily routine which is presented. The butler will first ask if there have been any changes to your checking account (location or account number, for example). He will then ask if you have any new dates you would like to be reminded of. Next, you'll be asked whether you would like to add or delete any fixed bills (monthly bills of a constant value, such as rent or car payment). You'll then be asked about any savings account activity, and then checking account activity. This process continues through a set routine, after which you'll be asked if you would like to review the routine again to cover any items you might have missed. Again, this routine makes the program easy to use, but you must wade through many unnecessary prompts to complete the routine. For example, each time you use the program, you will be asked if you have changed printer type or changed the bank your accounts are at. Since these are done very infrequently, I feel that these questions shouldn't be part of the main routine, but rather be accessible through a special options question. There is a menu option, but this is a completely hidden feature, mentioned only in the manual, and briefly at that.

Silent Butler has the ability, with the purchase of the Checkholder, to pay your bills by actually printing on your checks. There is an order form for the Checkholder packaged with the software. Cost is $6.95each, plus $2 for shipping. The Checkholder is a mylar sheet, with cut-outs to hold standard-sized checks. Instructions are included in the documentation for customizing the Checkholder to work with each Atari printer, and it should work with most non-Atari printers.

Silent Butler performs most of its operations well, and there is very little time spent waiting for processing. The reminder feature would be more useful if it only displayed those events upcoming, rather than all events throughout the year, but this is a minor point. Also, at certain times throughout the program, 'Big Ben' chimes are played (to instill an air of snobbery associated with having a butler, I suppose). These are an unnecessary time delay, and are only amusing once.

The biggest feature lacking from Silent Butler present in some of the other home-accounting programs, such as The Home Accountant or Your Personal Net Worth, is the ability to track charge accounts. While you can print a summary of all bills paid to a given firm, such as Visa, you may not itemize individual charges, as you can in the previously mentioned programs.

Silent Butler is unquestionably easier to use than the other programs of its type currently available. Because of the narrative style of the prompts, referring to the manual is very seldom necessary after initially reading through it. Accounts are created automatically when you pay a bill to a firm previously not encountered, and all actions which could change any data are followed by an 'Are you sure...' prompt. One poorly designed prompt was 'Do any of these need to be corrected?,' which will generally require a 'N' response, whereas the more customary 'Are these correct' will usually be answered with a 'Y'. Since this prompt is phrased in a reverse fashion, careful reading is necessary to prevent making a mistake.

I found it impossible to crash Silent Butler, short of pressing SYSTEM RESET, which reboots the computer. The only bug I found was that after printing a check, which requires the printer to do half-line feeds, the printer isn't reset, so if printing a summary you will have overlapping lines. This may not be the case on all types of printers, however.

Documentation consists of a 16 page manual, which doesn't really adequately describe many of the features.

Silent Butler requires a disk drive capable of writing in 1050-dual density mode. This means that 810 drives cannot be used. While only Atari printers are provided forin the printer selection menu, Epson-compatible printers can be used by choosing the XMM-801 printer.

Atari's usual customer support hassles can be expected, including much difficulty getting through to an actual person, much less one with some knowledge of the program.

Silent Butler is a competent, reasonably priced software package for those wishing to perform light home bookkeeping without spending a lot of time learning to use accounting software. For those wishing to keep more extensive records, as well as do budgeting, you'd do well to pass this one by and look at Your Personal Net Worth or The Home Accountant.

SELECTING A PROGRAMMING LANGUAGE MADE EASY

Daniel Salomon & David Rosenblueth

Department of Computer Science, University of Waterloo
Waterloo, Ontario, Canada N2L 3G1

With such a large selection of programming languages, it can be difficult to choose one for a particular project. Reading the manuals to evaluate the languages is a time consuming process. On the other hand, most people already have a fairly good idea of how various automobiles compare. So in order to assist those trying to choose a language, we have prepared a chart that matches programming languages with comparable automobiles.

Assembler - A formula I race car. Very fast, but difficult to drive and expensive to maintain.

FORTRAN II - A Model T Ford. Once it was king of the road.

FORTRAN IV - A Model A Ford.

FORTRAN 77 - A six-cylinder Ford Fairlane with standard transmission and no seat belts.

COBOL - A delivery van. It's bulky and ugly, but it does the work.

BASIC - A second-hand Rambler with a rebuilt engine and patched upholstery. Your dad bought it for you to learn to drive. You'll ditch the car as soon as you can afford a new one.

PL/I - A Cadillac convertible with automatic transmission, a two-tone paint job, white-wall tires, chrome exaust pipes, and fuzzy dice hanging in the windshield.

C - A black Firebird, the all-macho car. Comes with optional seat belts (lint) and optional fuzz buster (escape to assembler).

ALGOL 60 - An Austin Mini. Boy, that's a small car!

Pascal - A Volkswagen Rabbit with a trailer hitch.

ALGOL 68 - An Astin Martin. An impressive car, but not just anyone can drive it.

LISP - An electric car. It's simple but slow. Seat belts are not available.

PROLOG/LUCID - Prototype concept-cars.

(CONTINUED ON PAGE 13)

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Megamax C

for the

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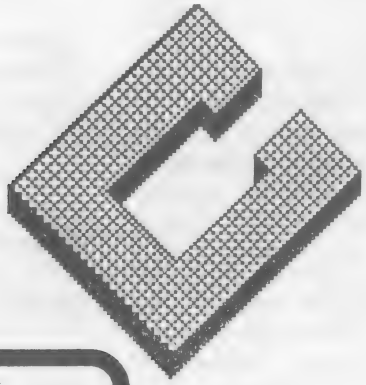

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MANY THANKS TO MEGAMAX FOR THEIR HELP IN PUBLISHING THIS NEWSLETTER

RAM

(CONTINUED FROM PAGE 11)
Maple/MACSYMA - All-terrain vehicles

FORTH - A go-cart.

LOGO - A kiddie's replica of a rolls Royce. Comes with a real engine and a working horn.

APL - A double-decker bus. It takes rows and columns of passengers to same place all at the same time. But, it drives only in reverse gear, and is instrumented in Greek.

Ada - An army-green Mercedes-Benz staff car. Power steering, power brakes and automatic transmission are all standard. No other colors or options are available. If it's good enough for the generals, it's good enough for you. Manufacturing delays due to difficulties reading the design specifications are starting to clear up.

GATEWAY

FROM Pryority Software

Reviewed by Angela Burns

RETAIL PRICE: locally as low as $19.95

GATEWAY is a text adventure with graphics. In the story, your uncle Bert has disappeared and been declared dead. As his sole heir, you inherit a decrepit office building in a bad part of town. As you sift through the junk, hoping to find something of value; you come across his journal, which tells of a gateway to another dimension located within the building. You must find the gateway and prevent some kind of great evil from entering Earth through it.

The documentation was written for the Macintosh; an insert was added for the ST. Nevertheless, it is nice. You have a letter from Bert's lawyer that tells you of your inheritance and part of Bert's journal (which has been smeared at just the perfect, most irritating place). The only feature not implemented on the ST is the "panic button", which replaces the game screen with a spreadsheet on the Mac. Perhaps the manufacturers realize Atari owners have more integrity than SOME people we could name, and therefore have no need of a panic button.

The first and best of GATEWAY's good points is the fact that the same copy of the game will run on either a color or a monochrome system.That's nice for us po' folks who don't yet have color.

GATEWAY features pictures for many scenes in the game, which you may call up by clicking on the picture option. These pictures are interesting, and provide invaluable help in playing the game. The colors are a little strange in the color version, but you can change them. You can point and click on any item within a picture, and a help screen will pop up to tell you about it (if there is anything to tell). Point and click on a path or doorway in a picture and the game will move you in that direction.

The instructions say that you can't have pictures on a one-drive system. I have been doing it anyway, but I anticipate that at some point it will cause problems with the game and I'll have to start over. On a 520 with no upgrade, there's not enough memory to load the pictures onto a RAMdisk. What I've been doing is just clicking on "B" when the program asks what drive the pictures are on; then I just get the usual "insert disk B into drive A" prompt. Since it appears to work so far, this may not be a problem.

The menu bar features on-line hints, which you can access at any time; you don't have to sink another $7 into a hint book to save what little sanity you have left! However, you lose a point if you click on HINTS, even if you then choose not to take a hint. If you do, the number of points lost is determined by how much of a hint you took. AND there are some points in the game where a hint would be invaluable (I'm stuck at such a point right now), but the program just tells you,"You're on your own here."

The parser seems somewhat limited, but that may just be a series of badly worded commands on my part. It's not a serious problem, but there have been times when I just couldn't seem to make myself understood to the machine.

There is a little box with the compass directions in it; you can save a little typing by pointing and clicking on the directions, but not enough to get all worked up over.

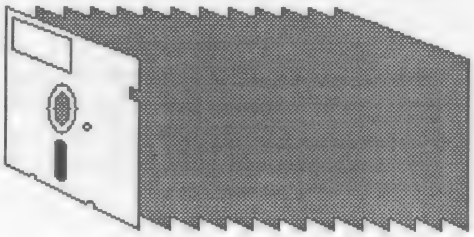
It seems that you cannot carry as many things at one time when playing in color as you can in monochrome. This may be because your inventory box is smaller, due to the lower screen resolution. Again, it's probably not a problem; after all, if you can't carry them, you must not need 'em.

The backup policy is SILLY. The cost and procedures for getting a replacement disk are the same for during the warranty period as they are for afterwards. What is the use of having a warranty if it doesn't get you anything you don't get without it?

Their method of copy protection is ingenious - you must have the "Artex prints" (three of them) in order to get through key points in the game. Take my word for it - if you don't look at the picture, you CANNOT solve the puzzle involved. I tried using just the hints and not looking at the first picture, and gave the command, "PRESS THE BUTTON." I was

answered with "which button do you mean?" After trying top, bottom, black red, green, square, etc. (you get the picture), I gave up and dug out the print. There is NO button in that scene. There are things to get and manipulate in the scene, and there is no mention made of these items anywhere else but in the prints. I'm just glad it didn't ASSUME I was a pirate and erase itself or something. The instructions say that the color of some of the objects in these pictures is important to game play - so xerox copies of the prints wouldn't save you if you had an illegal copy. Very clever, and I can still make backup copies all day long if I want to!

All in all, I would say GATEWAY is worth the investment. It's fun and fairly challenging to play. The plot is interesting, and the makers are fair enough to let us make backups. Not bad for twenty bucks!



NEW 8-BIT DISK! #87 - DAISY DOT

Michael Duke, our 8-bit disk librarian, presents the latest of our club's 5 1/4" disks - DAISY DOT.

DAISY DOT prints listed text files in near letter quality mode on standard Gemini and Epson or Epson compatible printers that DO NOT have NLQ capability. You can choose from several NLQ fonts, also included on the disk.

As an added plus, there is also a font editor for creating your own NLQ fonts.

You won't believe the quality of these fonts until you see them for yourself! DAISY DOT is the perfect, inexpensive way to upgrade the quality of your printer's output without spending 20 million dollars on a new printer.

This is a fine example of the great public domain programs available in the Atari community (and, incidentally, in our terrific pd library). At a time when commercial software for the 8-bit line is dwindling, dedicated Atari users are creating the much needed software that will keep our Atari 8-bit computers alive and productive for years to come.

ONLY $3.00 !!!

PC DITTO INTRODUCTION

We would like to introduce ourselves: we are Avant-Garde Systems, manufacturer of pc-ditto for the Atari ST. The company is small, comprised of just two of us - Ginny and Bill Teal.

First and most importantly, we wish to thank everyone who has supported us so far on just blind faith: dealers as well as consumers. In particular, we wish to say a special thanks to those on this message base who have carried the torch on our behalf until we could get here: Dave and Sara Groves, Jeff Williams, and Jack Duree'.

Piracy - We know that some rumors abound regarding the piracy of pcditto and the effect on Avant-Garde. We would like to go on record and eliminate any pesky rumors you've heard. A couple of weeks ago, we began to receive calls from dealers regarding piracy of our product. Not one or two, but in our phone log, now well over a hundred; fairly well scattered across the country. This might not seem unusual in this electronic age, but we were astounded by the sheer numbers of individuals who began contacting dealers and ourselves for support and disk drives. When we originally decided to enter the retail marketplace, we took into consideration that some piracy would occur. This, like similar events in other industries, goes with the territory. But, it still hurt our feelings, after we tried to give the market a good product, at a good price, a free update, and to offer to listen to the market so as to improve the product and service in the future.

So, are we going out of business or do we plan to roll over? No. Thank goodness for those of you who supported us. You have shown us that the entire Atari market is not corrupt. Only, that it sometimes seems so. If you continue your support, and your friends continue, then we will work even harder to earn your respect, to provide you the best support we can and keep all the promises we've made. Maybe, if by providing great support, more updates, and maintaining good prices, most people who want the product will ultimately want the real thing.

Support policy - Please send in your registration cards. Many manufacturers tell us that only 20 to 30 percent of these cards are ever returned. We are providing a free update. This will be the only way we will know where and to whom to send an update. Also, if you call us, we can not help you if your card is not on file. Lastly, we are making the next update free, as a way to entice you to tell us what you think. The next update will contain enhancements, rather than bug fixes. But, we want your input. We do want the product to be useful to you. So, call, write, or send a message to us here (Compuserve).

Finally, many of you may find it hard obtaining pc-ditto at your local dealer. We are working on this. We have one phone line. We are installing others. Also, we did not expect the overwhelming rush to buy this product. We had anticipated a slow summer in which to build up our credibility and advertise to dealers. Instead, you surprised us. Have patience. We won't forget you.
By the way, our address is: Avant-Garde Systems 381 Pablo Point Drive Jacksonville, Florida 32225 (904) 221-2904 A dealer order number is coming shortly.

DESIGN OF PC-DITTO

The Atari monochrome monitor (which we refer to henceforth as the Black and white or B/W) is not supported in production release version 2.0. Please do not buy the system if you have only the B/W monitor; pc-ditto will not work. There has been some confusion over whether the documentation or the outside packaging is correct. The "requirements" on the outside back of the packaging is correct. The B/W monitor support will be included in the first update. We make no apologies for our initial decision. Unfortunately, this decision excludes about 20 percent of the U.S. market (according to Richard Frick and Sig Hartman at Atari). Quite simply, we did not have sufficient time and resources to implement and test the monitor. Do we want to exclude this market? No. We are probably losing money right now. But, any manufacturer has to weigh opportunity costs of decisions. Our cost was to not support B/W monitor, or delay announcement of the product by 3 to 6 months. We knew the window of opportunity for launching this product was this summer for both U.S. and European sales. Any later would most likely mean missing targets for advertising and promotions during the "back-to-schoool" and "Holiday season" buying periods. Approximately 40 percent of the microcomputer sales are made during these periods. That is why we officially state the B/W monitor support will be in the first update.

Furthermore, we have been told by a major magazine reviewer regarding our product: we made the wisest decision. Had we chosen to initially support the B/W monitor, most people would have said "Ahhhh. Color is impossible." Instead, psychologically, implementing color makes people think B/W is simple. (Well, we wouldn't go quite as far as to say, simple. Just that it is about the same). In any case, there is one other rule we have about products. They are tested. Should we prematurely release an untested product into the market, you would have to wait just about as long to get an update to fix it, should it be a disaster. We prefer your wrath now, and will work harder to recover your faith, when we release a solidly tested product. In the first instance, we destroy something we can never quite recover: your confidence in us and our product.

80-track 5.25" drives - not currently supported to read 40-track media (even if just to transfer data). We are working on a simple, utility which will get the job done under DOS. This will be out shortly. If enough need is voiced for this, we can always make a "hardware" switch, later.

Programs on our certified list - my wife and I have limited financial resources. We tried to select DOS applications which have widespread appeal. Our most objective score card of the most popular programs is the list of top 40 IBM programs sold by the distributors: Softsel, Ingram, and Micro D. We will continue to update this list about monthly; here, and with a list to dealers. If your favorite program is not here, that does not mean it will not work. But, like many compatibles, we are not perfect. (That's why we sell through dealers.. so you can try before you buy).

As we fix bugs and make other improvements, many non-working programs may start running. And, we appreciate all the calls you make regarding which do run. Please understand, our official list is only updated when we have tested the product ourselves. We make this policy because if you call with a problem, we can duplicate it (in most cases). For you to rely on someone else's word is less than professional for us, since we have to stand behind our product.

We never realized there would be such a debate over the poor little mouse. It certainly makes sense that if a mouse is attached, and free, that a product support it. Well, when we surveyed the market to determine what dealers and consumers wanted, we were told "IBM PC XT compatibility." So, there is no mouse on a stock PC XT. Also, most of the programs on the market directly do not support any mouse at all. What you will find is when you purchase a mouse, it will include two kinds of software: a mouse driver - which knows how to talk to the mouse hardware; and applications interface software - which is usually custom-designed for the most popular applications, such as Lotus 1-2-3, and includes the pull-down menus, and the like.

We intend to provide the driver. And, a generic mouse which generates cursor keystrokes, with maybe the right button to generate a user definable key (say, carriage return). Now, either will be selectable from our menu. At this time, unless you already own IBM mouse interface software, from Microsoft, Logitech, Maynard, etc, then you may end up using Generic mouse. The cost of developing interface software is very large. Any one looking for a low cost market to develop for, here you are. Of course, there are some public domain mice programs, such as PMM (poor man's mouse), available. We will keep you posted as we go.

There is no support for the European keyboards and timers yet. That version will be released to European distributors this summer. The new blitter may help some screen updates, but we don't know. Little information about them, and the machines they will be supported on, is currently available.

Megas with 2 and 4 Meg memories, as well as upgraded 1.5 to 4 Meg STs will be supported by pc-ditto.

Color text support - One IBM CGA mode, 80 column text, permits 16 color backgrounds and 8 color characters. The Atari ST only supports 4 colors in 80 column mode. We DO allow you to choose which 4 colors. Unfortunately, this is one limitation placed on us by hardware design. However, we have not found this to be very limiting. Try it yourself, before discounting the ST. Also, the other CGA modes are supported fully. Therefore, there is no loss of graphic color or resolution capability.

CURRENT BUGS

PC-DFMT doesn't always like to format a blank disk without error. Hard disks partitioned sometimes indicate all logical drives assigned to partition 0. This especially true of separate external drive/controller combinations.

DOCUMENTATION:

We refer to TOS system disks in the manual. We mean GEMDOS format disks. We refer to the Atari monochrome monitor in the manual. At the last minute, we left this in so we would not have to reprint the manual for an update. We do state on the outside package, however, that color monitor is currently required. There are minor typos in the Problem/ solution section in the README.1st file.

Self-booting disks - These are disks which require no operating system to run. Generally, they are started using the CTRL-ALT-DEL key combination of rebooting pc-ditto. We perform a special check of the boot sector we start a disk with to ensure novice users have not left the GEMDOS disk in the A: drive accidently. Unfortunately, as these things go, we look for a special IBM signature. To correct this, we will look for GEMDOS in the future. Please do not patch the system. You WILL cause irregularities in system operation, especially where disk writes occur.

NEXT UPDATE INFORMATION

The next update to current owners of version 2.0 is FREE. Contrary to some nasty rumors that suggested otherwise. The next update will be this Fall. Exactly when we do not know. As a policy, we announce products when they can be obtained right then. The software development road is littered with many dead bodies of consumers who relied on some vaporware date. Until someone can make an exact science out the viscous art of software development, we are stuck with the frailties of the inestimatable.

Please, please, send those registration cards to us. Again, we do not know who you are without them. Consequently, we will not send you your update...which you deserve and have already paid for. The reason for the FREE part of the update is two-fold. First, we don't believe in you paying us for bugs. If we did, we would have designed bugs into the system, marketed several add-on modules to fix different bugs, and charged a lower price for the main product. We would like to treat you the way we want to be treated ourselves.

Second, we want to encourage you to let us know what enhancements will add value to your product. We are a consumer-oriented company. We do not invent technologies and foist them onto the public. Instead, we know that the way to continue sales is to improve the product and service to meet your needs. Sales only occur when needs are met. So,.....what do you need? Don't be afraid to be absurd (though, don't just make things up either). We will review your needs. Implement those needs we can. If we can not, we will also tell you, and why. We are always looking for ways to improve our product. We're listening. Topping the current list of needs are: B/W monitor support (next release) Mouse support: Microsoft, et al Midi hardware support Time/date carry over from Atari

GEM
SPECIFIC QUESTIONS

Which single-sided 3.5" disk format to boot DOS from? Our utility, pc-dfmt, will not let you create a single-sided 80-track bootable DOS diskette, because the DOS you may be using could be lower than version 3.2. Thus, for DOS versions below 3.2, you may only create a 40-track single-sided bootable DOS diskette. You may, however, create 80-track data diskettes (containing no bootable DOS) for use under DOS versions below 3.2. See our user manual and README.1ST file for details. For DOS version 3.2, there is a simpler way to format high-capacity diskettes. You may also create bootable (that's right Bootable) 80-track single-sided DOS diskettes. This works for IBM and COMPAQ DOS versions. (For all other DOS makers, we haven't tested this). Create a Config.sys file containing the line:DRIVPARM=/D:x/T:80/S:9/H:1 (replace x with a 0 or 1 depending on which physical drive is 3.5": 0 is a: 1 is b:) Now, using the DOS FORMAT command, you can create the SS 80-track disk, optionally bootable with DOS.

Can't Avant-Garde find a way to override the DOS drives to reduce the confusion regarding device drivers with various letter assignments. Unfortunately, our job is to act like hardware. Once we begin to take over the functions of the DOS, we lose the compatibility and would probably introduce complexities in other areas. However, if you think you know the answer, let us know. Thanks.

Can't Avant-Garde make the creation of the CONFIG.SYS and the formatting more automatic, say by using batch files? Maybe. We'll look into it. Everyone's hardware is so different, making a general purpose utility to accomplish this may still be quite a task. Any DOS programmers out there up to the challenge? (How about a DOS shell?) This is perhaps why many of you, inexperienced with DOS, may find that the GEM environment is so much easier to use. The command line approach to running a microcomputer is difficult and often ambiguous. Add to that the evolution of new hardware, even as simple as 3.5" drives, and some systems seem to be very poorly designed to handle it, without extreme contortions on the part of the operator. Anyway, we're looking into some sort of simplification.

Isn't there some way to improve the creation of 3.5" 720K disks? This is a problem inherent in the design of DOS. We will try to find the simplest and best way to create them. Let us hear your success tips. Maybe we can come up with the all around best "cookbook" rules to handle DOS formats.

OOPS!

On the cover of our June issue, we inadvertently omitted the credit for the cover art. The pictures on the cover that month were drawn using Migraph, Inc.'s EASY DRAW 2.0. We're sorry for any inconvenience caused by the oversight.

NEW ST DISKS!

We have four new disks in the ST library this month:

AIM - Atari Image Manager. An image processing program that works in either monochrome or color. Allows you to enhance graphic images.

AIM UTILITIES - with the advent of these new utilities, you now have several means to input your own pictures into AIM to be enhanced. Now you can load DEGAS pictures or images scanned with the Seymor-Radix IMG Scan, into AIM.

CITADEL BBS & UTILITIES - A complete bulletin board system for the ST on a two-disk set. Includes source code to allow you to customize your BBS. As far as we know, this is the only public domain BBS system for the ST.

CAD-3D

by Tom Hudson
Antic Software $49.95
512K, monochrome or color
Reviewed by Bill Sheppard
Reprinted courtesy of Computing Today

Computer-aided design (CAD) is one of the areas in which the increased power of the newest generation of computers has had the greatest influence. In the past, 6502- and 8088-based computers just haven't had the raw computational ability to effectively perform the thousands of mathematical calculations necessary to model even the simplest of objects. With CAD-3D, Tom Hudson not only proves that the Atari ST is a computational powerhouse, he also delivers an extremely capable package at an incredibly reasonable price.

CAD-3D uses a unique approach to creation of objects. Rather than sitting down with pencil and paper and creating a table containing the coordinates of all the nodes (corners) of an object, CAD-3D creates objects through the processes of 'Spin' and 'Extrude'. For instance, to create a cube, the first step would be to use the mouse to put a square on the screen. Then, selecting 'extrude' will expand the object into the third dimension, which in this case would create a cube. Similarly, drawing a circle as the initial object will create a cylinder. The other process to create objects with is 'spin'. This can produce spectacular results with very little effort. Briefly described, an initial shape is entered, and CAD-3D will 'spin' this shape around the vertical axis, creating a three-dimensional object. Spin is excellent for creating solid objects such as light bulbs, hoops, goblets, etc.

By using the processes of 'spin' and 'extrude', along with the pre-defined shapes 'Sphere1', 'Sphere2', 'Sphere3', 'Torus', 'Cube', and 'Wedge', simple objects may be created. Multiple objects may be joined in several ways ('addition', 'subtraction', 'and', 'stamp') to create more complex objects.

Where CAD-3D really 'shines' is in its ability to display objects with different lighting conditions. For instance, if a goblet is created with the 'spin' tool, up to three light sources may be placed in any position relative to the object. When viewed on a color monitor, CAD-3D will use either seven or fourteen shades of color to produce a very realistic image of light reflecting from the various faces of the goblet. With a monochrome monitor, seven shades of gray scale are used, with slightly less impressive results.

I have only scratched the surface of the available options and capabilities of CAD-3D. Many examples are included on the disk, such as a complete scale model of Stonehenge. CAD-3D also includes an auxiliary program allowing you to animate objects, presenting many interesting possibilities. Objects may also be exported into Degas-compatible picture files. CAD-3D is a fascinating, fun, superbly-written program. I found myself spending hours with the program engrossed in the possibilities of the various unique objects that can be created, limited only by my imagination. I highly recommend it.

Public Domain Review

Below is a list and descriptions of some of the better Public Domain programs for the ST. Most are available either in the ST disk library or on the ST BBS.

UTILITIES:

ARC.TTP - File compression program, widely used on all ST BBS's. A must have for all ST owners.

ARCSHELL.PRG - A shell program for use with ARC.TTP; adds fileselect boxes and dialog boxes to ARC for ease of use.

ATARI800.ARC - Atari 800 emulator for the ST. Incomplete versions are available now. A completed version should be available soon.

AIM - Image enhancer/processor gives amazing control over pictures.

DCOPY - Disk utilities program: format disk, un-arc files, copy files, as well as convert AtariWriter files to ST Writer files.

DN12AIM.PRG - DEGAS (Batteries Included) to AIM file conversion.
EASYDRWF.ARC - New fonts for use with Easy Draw (MIGRAPH, Inc.).

EMACS37I.ARC - Latest version of Micro Emacs program editor. One of the most versatile program editors available.

FORMAT3.ARC - Disk formatting program with a variety of options, allowing the change of number of sectors per track, etc. to get more information on one disk.

GFA_DEMO.ARC - GFA Basic demos. Contains the run only version of GFA Basic (MICHTRON). Another must have for all ST owners.

PCOMMAND.ARC - Probably the best command shell available for the ST (PD that is). Lets you bypass GEM and use DOS-like commands for file maintanance.

PICSWI7.ARC - Latest version of Picswitch; now works on monochrome as well as color monitors. With this you can view TINY, DEGAS, MacPAINT, and Amiga IFF picture files.

PRDRV1.ARC - An update to the fonts and printer drivers supplied with the first release of Publishing Partner (SoftLogik). If you have PP and don't have these fonts then you definitely need this.

SPOOL.TTP - A print spooler. Type in the number of K desired for your spooler, up to 63K, and speed up printing dramatically.

STW170.ARC - ST Writer, a full featured Public Domain word processor. It is not GEM based, but in certain respects it is better than some commercial word processors.

ST_INTRO.ARC - A program that walks the first time user of an ST through the proper use of the GEM desktop. Great for the new ST owner.

TINYV3.ARC - The most recent version of Tinyview, which will let you view TINY format compressed pictures.

UNITERM17B.ARC - Public Domain terminal program with VT-102 emulation, and many different file transfer protocols; very full featured.

This is the first time we have had an article like this in the newsletter. If you would like to see more articles like this one let your editor know. Also, if you know of a great public domain program for either the 8-bit or ST, give the name and a short description to the editor and we can put it in the newsletter so that everyone else will know about it. Next month I will try to cover some of the great ST PD games out there, and maybe we can talk someone into making a list of 8-bit PD software.

CLASSIFIEDS

FOR SALE: 130XE, Percom SS/DD drive with printer interface, 2 - 810 disk drives with archiver, MPP 1000e modem (300BPS), Koala pad, CX85 keypad, disk holders, Paperclip XE, Printshop series, lots of 8-bit software disks and cartridges for $5.00 each.

CONTACT: SCOTT PHELAN

NEWSLETTER SUBMISSIONS

Submissions are welcome in ANY form. However, it is extremely helpful if submissions conform to one of these formats:

1. ASCII files with no formatting information
2. On ST format disk
3. Uploaded to either of the DAL-ACE BBS's
4. Publishing Partner file

CURRENT DAL-ACE SCHEDULE

Sunday	August	30	Newsletter Production Meeting - 1:00 P.M. James Duke's house
Saturday	September	12	Main Meeting
Sunday	September	27	Newsletter Production Meeting - 1:00 P.M. James Duke's house
Saturday	October	10	Main Meeting

INFOMART DIRECTIONS

From North Dallas, take either Stemmons (I-35 E) or the Dallas North Tollway. From Stemmons, take the Oak Lawn exit, turn east (left) and park at Infomart, on the left just after you go under Stemmons. If you're using the tollway, exit right on Wycliff, go left on Harry Hines to Oak Lawn and turn right. Infomart will be on your right. From the south, take Stemmons north then follow above. Infomart is the big white steel and glass building south of the other 'marts. The main entrance faces Stemmons. GUESTS ARE WELCOME!!!!!

*** MEETING INFORMATION ***

11:00 – 11:30	**Main Meeting**
11:20 – 12:00	**BBS Users**
	New Users
	Newsletter Exchange
12:00 – 1:30	**ST SIG**
1:00 – 2:30	**8 BIT SIG**

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Dallas Atari Computer Enthusiasts

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DAL-ACE membership is $16.00 per year. This newsletter is written, edited, and published by volunteers. Its availability and/or distribution may, at times, be subject to circumstances beyond the control of the club officers. Members will note that their renewal date appears on their address label. A pink label means that your membership expires this month!

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The ACORN KERNEL

Atari **C**omputer **O**wners of **R**ochester, **N**ew York
(A.C.O.R.N.)

P. O. Box 23676
Rochester N.Y.14692

August - 1987

MEETING: Wednesday August 12, 1987

TIME: 7:30 p.m. General meeting

LOCATION: Monroe Community College, Building 8, Room 100

SIG ACTIVITIES:
Basically Speaking 7:00 - 7:30 p.m. Room 8-100
ST Programming SIG 6:30 - 7:30 p.m. Room 9-107

EXECUTIVE MEETING - August 19, 1987 at Kathy Scoville's house,
28 Mertensia Lane, Henrietta
DEADLINE FOR KERNEL - August 19, 1987

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THE ACORN KERNEL

Atari Computer Owners of Rochester N.Y.

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THE PREZ SEZ

by Kathy Scoville

Summer is upon us and I have to confess to having a little trouble making myself write this column while the temperatures are in the 90's. My fingers keep sticking to the keyboarddddd. See what I mean? My apologies (as if I had any control) to the ST sig for being forced to conduct their meeting in a sauna! Hopefully, conditions will be a little more conducive to comfort for the remainder of our warm weather meetings.

I have verbal conformation of meeting rooms at **Brighton HS** starting in **September**. The **General Meeting** room will be **314N** (old room 245 for those of you who would know) and the **breakout room** (ST SIG)will be **262S** (old room 107). Unfortunately, I won't be able to see the rooms until the first week of September so directions will not be available in the September newsletter. We'll try to have signs around directing you. Try to come a little early so you have time to get lost! The August meeting will be held at MCC as usual.

I meant to do a little back slapping in my column last month and somehow didn't. Congratulations to **Jeff Gortatowsky** whose article "*The Amiga and ST - What Amiga Did Right*" appeared in its entirety in the January 1987 (Vol. 4, No. 1) NOAUG News.

I'd like to welcome our two new Sig VP's. Congratulations to **Chris Reich, VP 8-BIT SIG**, and **Tom Bellucco, VP ST SIG**. I know there will be interesting things happening within these SIGS in the next eleven months. And, on behalf of the members of *ACORN*, I would like to thank **David Eichel** and **Stu Woodard** for holding down the forts when no one else was able to.

And, now I have to get back to my garden. I managed to put up the strawberry and raspberry jams BEFORE the heat wave. Now I have bushels of green beanlets, bunches of broccoli, and scads zukes as a RESULT of the heat wave. All 56 tomato plants are loaded and ready to start turning red. Sigh... Being president of *ACORN* is so much more fun.

IS THE ATARI ST IN TROUBLE?

by Marc Limata

reprinted from *ST.A.R.R. Scope*

The **Atari ST** series is going to be two years old this summer. Actually, *Atari* introduced the ST in January 1985 but "real" production units for the U.S. market did not ship until mid-July of 1985. *Atari* went on to produce the **Atari 1040 ST**. The **260 ST**, and other variants, were never produced. In fact several products that the "NEW" *Atari Corp.* said they were going to produce never made it. The most notable being the CD-ROM drive, the PC-DOS Box (IBM PC emulator), the 5.25" disk drive, Twin (a Lotus 1,2,3 spreadsheet clone), and a version of Microsoft Word. All were important products for the ST, and only one, *MicroSoft Word*, may make it to market, but not in its original form. *ATARI* has also made noises about an expansion box that would have a FAST 23 bit microprocessor (MC68020) and 1 megabyte of RAM. Just another rumor started by *Atari* as a marketing gimmick, or will we ever see it???

Atari has recently introduced two new ST families, one in Europe, and one in the USA. In Europe the **2080ST**, a 1040 with 2 megabytes of RAM, and in the U.S. the **Mega ST** family with 1,2, and 4 megabytes of RAM. Possibly the Mega ST will

replace the 2080 ST. You should also note the **Atari PC**, a low cost stripped- down **IBM PC** clone was also introduced.

The big question is "is the ST series of computers in trouble?" Why would I ask such a question? Well, recently, several people I know were in the market to buy computers for use at home. All of them started looking at computers before Christmas. As of this writing, all but two have purchased a computer, and not one of them an Atari ST. Four of them purchased low cost PC clones (IBM PC clones). One of them purchased a Commodore C128. Another bought a Tandy 1000SX (Radio Shack's IBM PC clone). The last two people are both expressing interest in some type of PC compatible, Apple Macintosh, or the new Amiga 2000. In fact two of my friends who have had PC clones for about a year or so are looking for a new or an additional computer, one is looking at an Apple Macintosh, the other at the Amiga 2000.

After seeing this, and then reading in a PC Week article about a drop in ST sales and a further decline in ST interest due to the Atari PC, I came to the conclusion that the ST series may be in trouble.

One of the main problem areas is the Atari never came through with the PC DOS emulator box that was rumored to give the ST the ability to run PC DOS software. The Amiga 1000 (the original Amiga) has an add on called SIDECAR that makes the Amiga software and HARDWARE compatible with the IBM PC and still maintains the Amiga multitasking ability. The new Amiga 2000 has both Amiga expansion and IBM PC and PC-AT expansion slots in it, and with a plug in board, it can be IBM PC software with a board that plugs inside the machine.

Some people look at the ST as being a sort of a "new and improved" Atari 130XE or 800XL. These potential ST customers may have never owned a computer before, or in the case of some, they have owned a Commodore 64, Atari 400 or 800, or some other home computer. These people may be turned off to the ST or to buying an Atari brand computer. First there is the Atari name, a company known for video games and home computers that were game oriented. Next the 520ST and even the 1040ST packaging looks more like a low cost "home" computer than a serious computer, especially when compared to PC clones (such as Zenith, Tandy 1000, etc...) which are usually considered "serious business flavored" personal computers. But, the real big blow is that you can not run PC software on the ST, but you can on the Amiga (with optional hardware).

So you go out and buy an Atari ST, and then you may have to buy a PC clone. The clutter of two systems, and the cost of both, is a major drawback. For example, a single disk drive, color 1040 ST system will cost you about $1000. If you need to buy an additional PC clone to run some piece of software, you might spend $900 to $1200 for one with 640K, two disk drives, and a color monitor. While it is true you have two separate systems, you may not like the extra space required. The big problem, however, is in the area of expansion. If you add a $600 hard drive to one unit it will not work with the other, so you are faced with spending another $600 to $700 for a second hard drive unit.

Another serious limitation of the ST is its difficulty in expansion. At least with a PC clone, Amiga, Apple II (and IIGS), Radio Shack CoCo III, Tandy 1000, and Macintosh you can expand the machine memory and I/O port capability without having to tear apart the machine and try to squeeze in some type of kludge board like you do for the ST.

Why would anyone want to run IBM PC software?? Well, first many people are using some type of IBM PC or clone at work. Many people have become familiar with PC operation or PC software. Next there is a large amount of good software for it. Except or the stuff I write for these newsletters I still use a PC clone for most of my word processing. In fact, I have come across a lot of public domain, shareware, and freeware software for the PC's that offer features found on some of the more expensive software packages. Some of these packages would cost you about $50 to $150 for equivalent ST packages but they are free or at a very low cost for PC's and compatibles.

No matter what people say, the popularity and maturity of PC DOS has produced a much better variety and quality of software than that which is available for the ST. If you were to look at one of the biggest problems with the ST, it is the GEM based TOS operating system which is built into the ST. While the ST hardware may be a good value for the money, and of decent quality. The ST operating system software built into the machine affects its performance and the ability to develop great software in a timely manner. The design of the ST, and the speed of the hardware, should allow it to do multitasking (running several programs at once), but the ST cannot without special software. Some software is appearing that allows two programs to run at the same time. These programs have limitations and in some ways, are a kludge. If the ST had a real multitasking operating system, you would be able to take almost any software package and run it at the same time with another. I hate to say it, but the Amiga is a true multitasking computer. In fact, *Radio Shack's* latest Color Computer, the CoCo III, is now based upon a multitasking operating system, and, yes, Apple will offer software to make the new Macintosh a multitasking computer system. A new operating system due very soon for the IBM PC and compatibles will be multitasking.

Another problem ST users face is that there is currently no software on the ST that is 100% data and functionally compatible with popular IBM PC software packages. If there was a reasonably priced *Lotus 1,2,3* clone package that worked like 1,2,3, and you could transfer data and templates between the PC version and the ST with no COMPATIBILITY problems, then this would help the problem somewhat. It is important to note that 100% or 99.9% compatibility would be required. For example, if you were using *DBASE III* on a PC and wanted to run a *DBASE III* application program on an ST *DBASE III* clone (if it existed), it would have to run without any changes and with the same results. (All these examples assume that either the ST has a 5.25" disk drive or the IBM PC or PC compatible has a 3.5" disk drive.)

The ST is a good machine, but the competition is closing in on it. Apple has lowered the price of the Macintosh and introduced new models. Commodore has lowered the price on the Amiga 1000 and has introduced a lower cost version of it called the Amiga 500, and a much more expandable and more powerful version called the Amiga 2000. They have introduced (and or shipping) upgrades that make Amiga's IBM PC compatible. Atari has yet to address this weak point in the ST. Instead, they are introducing the Atari PC, which indicates they want you to buy another machine rather than upgrade your present one. Look at how they made a 520ST and 1040ST hard to expand. If you want to upgrade a 520ST to 1 megabyte of RAM, or increase your 1040ST to 2 or 4 megabytes of RAM, you must either take apart your machine and cram in the upgrade (the ST was not designed for memory expansion) or buy one of the newest or better Atari machines. This is in contrast to the Amiga, IBM PC, and most PC clones which allow you you to simply plug in your expansion board and in a few minutes have your machine up and running without fear of damage.

I know this article really appears to knock the ST, and to seriously criticize it, but I thought the ST was a good piece of hardware, at a good price, when I bought it in August 1985. I still do. When I bought it, I knew it would take some time for good software to appear to take advantage of it's power. However, during the past two years, Atari has made a lot of claims and announcements on which they have not delivered. The new Mega ST improves on the ST, but who knows what it will really cost, and what it will really have when it finally reaches the market. I do not want to have to buy a Mega ST, especially since I thought I would be able to expand the ST I have. Two serious problems exist for the ST. First, the

competition is getting better (and cheaper), and second, the necessary software, and peripherals/expansions are not available for the ST (the PC DOS emulator box, for example). Software developers may not bother with the ST if they feel another machine offers them more potential sales and has a brighter future. In fact this, appears to be happening already.

Atari has shown a lack of support for current ST users. They have an attitude that indicates they would rather have you buy a newer version of the ST than expand on your present one. Maybe that explains why for the second year in a row Tandy-Radio Shack has outsold Atari in the under $1000 personal computer market and home computer markets by almost 2 to 1. Only a few short years ago Atari computers were outselling Radio Shack's home computers by a considerable amount.

I can only hope the ST becomes a success despite *Atari Corp.* I think the ST has a lot of potential but it needs a lot of third party support. What I have seen of ST software so far (and expansion hardware) would not convince people to buy an ST over a PC compatible or clone, a Macintosh, or even an Amiga. In fact I would have to advise potential buyers that they should look at the Amiga or Macintosh models over the ST at this time. Let us hope that this changes and soon. Finally, I can only wonder if Atari is trying to tell us something by introducing the Atari PC ???

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IS THE ATARI ST IN TROUBLE? (ANOTHER VIEWPOINT)

by Ralph Porter

Courtesy of *ASTUN*, May 1987

As editor of this newsletter I felt it important to present differing sides of opinions on the ST. The preceding article in my opinion does raise some important questions, however I felt the conclusions made are extremely subjective and only represents a small number when comparing the full potential market for the ST. The article assumes everyone wants IBM PC compatibility. This is just not the case. I for one could care less about having outdated, poorly designed hardware emulation. I began in computers long before IBM entered the personal computer market. I purchased and still use a CPM computer system. When IBM came along with the 8088 version computer I saw no advantage to it. To me the improvement over the Z80 was minimal. For the first several years of IBM's existence the CPM machines had better software. Most of the IBM software was simply worked over Z80 CPM programs, many simply run through code translators. In most cases the programs ran faster on the supposedly inferior Z80 than on the IBM PC. In nearly all cases the code was much smaller on the Z80. Smaller code is still true today. An 8 bit processor is much more memory efficient than larger machines. Look at the software. A program than ran on a Z80 in 48K of memory took more than twice as much memory to run on a PC. Even more memory would be required on the 68000. This is offset however by potential gains in speed of execution and sharply reduced memory prices.

Until the release of *LOTUS 123* there was no program of importance for the IBM that was not first available in the CPM market. Today CPM is almost a thing of the past, not because it was not good, but because people in this country have some kind of stigma for names (notably IBM). A look at other countries in the world show differing results. People in other places in the world are more concerned about operations than names. In several European countries the Atari ST is the top or close to top selling computer. Why, the people there are not so name brand oriented. They don't have the same stigmas that a large portion of our population share.

I would far rather see programs written for the ST, a superior processor chip than the one used in the vast majority of IBM clones. I am glad that Atari has not yet released an IBM add on box. Would I like to see one some day (maybe), but I am in no big hurry.

As I said I began with CPM. I updated my CPM computer from time to time as I field an impression to do so. When IBM came along I did not jump on the band wagon because I saw no advantage of it. Even today I do not own any IBM compatible computers. I am not an idiot on the subject however because I do use IBM PC's in my work. The funny thing however is that when ever possible I resort to using the ST. I agree TOS has its problems but it also has advantages. Most GEM software on the ST also allows you to use the conventional commands that IBM PC users must use. In addition they allow use of the mouse. This is truly an advantage while learning a program. Once acquainted with it the keyboard commands become handy. It is also good for little used commands. Command based users must get out the manual and look up the sequences where GEM users can simply bring down the appropriate menu box to use the forgotten commands. Unlike early Macintosh programs that required mouse usage for everything, most GEM programers have seen the wisdom of offering both options. My opinion. Had Atari offered the IBM Blue Box at an earlier date then the ST would have never reached its potential. The lack of IBM compatibility has forced software developers to write their wares for the ST. The ST processor can run the programs faster and more efficiently than on the IBM. The memory segmentation requirement on the IBM made writing large programs a chore. That is why it took several years for the IBM market to obtain any programs, that were not first written for the CPM market. The previous article would have you think that extra programing skills required for the ST is a disadvantage. I hardily disagree. It took programmers some time after the IBM came out to understand and utilize the expanded potential of the processor. The ST with still more potential takes time to learn. The GEM interface does add time to development of programs until one is comfortable with it. I feel however that learning the advanced concepts required make you a better programer, and results in better programs.

I will not dispute with the previous author the fact that more programs are available for the IBM, that for the Atari ST. I do however disagree with his assertion that all or even most IBM programs are better than the ones on the ST. The author claims that there are no *Lotus 123* or *DBMAN* like programs on the ST. I learned a spread sheet at work using *Lotus 123* on an IBM. I use *VIP Professional* on the ST. I use the same commands and I can use *LOTUS* files and macros without change on my ST using *VIP*. True *VIP Professional* is not an exact clone. It lacks some of the features of Lotus version II. With the exception of an import formatting provision I have never been bothered by the differences. The same is true of *DATABASE III* on the IBM and *DBMAN* on the ST. Although there is subtle differences, a requirement to avoid copyright infringements, the programs are so similar that a person acquainted with one can easily use the other. In both cases data and program compiles are compatible.

In another market (Desktop Publishing) I feel the ST is already a leader. Only one serious program has made its way to the ST market, however if you talk to people that have used both the Acclaimed Macintosh Publishing Programs and *Publishing Partner* on the ST, they will almost always agree that the ST version is easier to use and has more features. The closest computer, an IBM program Ventura Publisher costs nearly $600, the even better ST program only $150.

My opinion is that with the exception of isolated markets that the programs available on the ST are as good or better than similar programs available for other computers. The author discussed word processing. Here the IBM has a lead if you wish to pay $$$ for your programs. On the ST, Textpro by Abacus offers Table of Contents and Index generation, and many other features of the more expensive IBM programs. It offers multiple columns etc. All this for $49.95, A PC equivalent over $300. In

Again I will agree that there is more and sometimes better public domain programs for the PC. One must however remember the several years it took to get to this point. There are several excellent ST public domain programs and more are appearing daily. When the IBM was only two years old one could not have located programs of the ST's caliber in its public domain market. When the ST is as old as the PC is when this comparison can be safely made. Until then let's keep things in perspective.

The author asserted that ST reduced sales was because the PC clones were shown by Atari. Again I disagree. The decline in sales was because the Mega ST was shown, and perspective ST buyers are waiting to see this machine. I do not believe the ST and the IBM PC are in the save market. A person requiring IBM compatibility will likely look at the new Atari PC clones. That is why Atari has introduced them. The name IBM is just so ingrown in America that nothing else will do, even if it is a superior product. However for a person looking for the best value their money can buy, then the Atari ST computers is the only choice. Where the previous author has noted that he has swayed people away from purchasing Atari Computers this author has done the opposite and shown people the advantages of the ST, rather than the disadvantages. True not all buy Atari but most do. The ST market and the PC market are different and both have their advantages.

For some reason this country feels the first good product is the best when in reality it is not. *Lotus 123* was first on the IBM, it is not the best spreadsheet but because it was first people think it was. The same was true of *Wordstar*, however *Word Perfect* is now a new leader after several years. Some time in the future we in America will also agree that IBM is not the best but it will take time. We must first get over our bias and name stigmas. (Authors note: *Lotus 123* was really an adaptation of *Visicalc*, a program produced first on the 6502 processor.)

Another complaint of the preceding article was Atari's support. Here I must agree it could be better, but again put in perspective Atari is no different than hundreds of other computer manufactures. In many cases their support is better. Many programmers are developing Atari programs because of the unnecessary RED TAPE that Apple and Commodore require of their developers. Here the ST is way ahead of the Amiga in software support, and although behind Apple, they are ahead of Apple considering the time frame aspect.

I feel that comparing the ST to the IBM is like comparing apples to oranges. They are just too different to compare. The Mac and Amiga are valid competitors. Here is the best price performance leader, even when considering the new entries of the other in sales the ST is second. In features the Amiga may be the winner.

A person that requires IBM compatibility will buy an IBM or clone. That is why Atari is entering that market. If you feel IBM compatibility is a must you should not even look at an ST. However the ST is still Atari's flagship computer. Someday this will change when the TT comes to market. Then again the Atari machines will lead the price/performance market for even high power machines.

The author of the preceding article discussed multitasking. This is not fair in his comparison on IBM to ST. First multitasking on the IBM, like the ST is a kludge. Several products have hit the market and none have gained popularity. Instead users prefer the two most common used items to be available. A RAM disk and print spooler. These are available on both machines and one cannot say one is better than the other. Both operate as background processes. In my decision to buy an ST I decided that multitasking was not needed. Multitasking is for multi user environments and although a limited use of it like spoolers is good for the home market I would rather have the speed advantages of a dedicated machine.

Items like the Blue Box, the TT machine and the CDROM are still being engineered at Atari. They do not want to release bugged machines, plus they do not wish to be known for high prices. The CDROM will be available when Atari can offer it at a price below the competition. The TT will feature Unix system V. A true multiuser, multitasking environment. This is an operating system that is much more powerful than PCDOS, but in some ways harder to use. It will give the user of the Atari TT micro power and capabilities presently reserved for mini computers costing thousands of dollars more. Like the previous article it is tiresome waiting for new more advanced products to come but I'm sure they will. I would assume however from the comment of the article that the TT should run IBM software. I for one hope that it doesn't. Let's leave multitasking to where it belongs. In corporate offices and business, not in very small business and in the home.

Expansion. Here IBM and Amiga are clear leaders. The TT will likely have slots for it. The problem is that this type of expansion is machine dependent. Sometime in the future the expansion will go by the wayside along with the machine itself. Atari has taken a differing stance and I agree with it. Using a DMA bus rather than a processor dependent bus will provide expansion capability that can be retained when the processor replaced with a new machine. In today's world the cost of making intelligent peripherals is minor when compared to designing dedicated ones. It is true that manufactures have not yet grasped this concept, but I for one look forward to the day that all peripherals have their own intelligence. In this field some day I feel Atari will be named as a leader in innovation. Intelligence DMA peripherals would be better than today's present bus restricted add on cards. It will require patience, but someday it will be the norm. It may not be as easy as plugging in a card but the ST can be expanded. A 4 meg 520ST is easier than most people think. Atari promised that the early ST owners would have the benefits of all new Atari developments, and so far that has proven true, although not always simple.

In conclusion, I do not believe the Atari ST is the best computer, I do however believe it is the best value available today. I do not feel that IBM compatibility is needed, and will not object seriously if it is never available. If I need IBM compatibility I should buy a IBM PC or clone. If I want the best the market offers then I'll buy an ST. The two machines really are not comparable because they are so different. The market is different. Never will any one computer be the best for everyone. Let's remember that. The IBM is a good system, although technologically backward. It is in the position of CPM a few years back. Sometime in the future others will take its place. My bet is that the 68000 series will someday be the leader, then a few years later it will be replaced with something else, with technological advances that we can only dream about today.

Let's stop comparing apples with oranges. Let's simply focus on the advantages or disadvantages of different systems for our personal needs, and then make intelligent decisions.

The previous author is right in his own mind. In the mind of others he is wrong. The truth is somewhere is between. I do not care if Atari is ever the leader, as long as they continue to offer good products at excellent prices. Being the biggest is seldom being the best. There will always be cheaper, and more expensive products. There will always be better ones. We must decide for ourselves what we want and learn to be comfortable with it. As long as people are different debates will go on.

ATARI
ST
COMPUTERS
"POWER WITHOUT THE PRICE"

TIME BANDITS HELP

There is more to the game than you think.
BY MIKE BLACK - alias Dip Switch

SPACE SECTOR
Excalibur: Passwords for levels 1,2,3: Level 1--DEATH Level 2--? Level 3--? Short out the Klingon Computer by filling a line with lots of:<><><> (They will look like lightening bolts.) Write down all coordinates!

Darkside Dare: Highest level completed: 1C. Little is known about this zone or its reason for existance. This is a very hard level.

Welkin Island: Highest level completed: 2D

TECH SECTOR
Omega Complex: Highest level completed: 4D.
NO ARTIFACT FOUND

Major Hazard: Highest level completed: 3A.

Gridville: Highest level completed: 3C.

EGYPTIAN SECTOR
Sentinel: Find the ANKH on level 2A. It is needed to read a scroll in the Guardian, and is used to enter 3A on Cheop's. Highest level completed: 3A.

Cheop's Curse: To enter level 3A, you need the ANKH from the Sentinel. To enter level 4A, it asks for another item. There are rumors that it is the SCEPTOR found on 2B of the Guardian. Master the traps in the altar room (levels 4A-D) to get the Artifact. Highest level completed: 4A.

Guardian: Read the scrolls every level to find info on THE DOOR. A GOLD SCEPTOR is on level 2B. Indiana Jones' map is full of @#$%.

MEDEIVAL SECTOR
Arena: Highest level completed: 3C.

King's Crown: Highest level completed: 3B.

Castle Greymoon: You can reach the Mad Hermit on C levels by using the four warpers. His Games' solutions are as follows: Clubs--TORCH, Hearts--BLOOD, Spades--GRAVE-DIRT, Diamonds--? To get the blood, give wine to the shepherd. Be honest! For grave-dirt, use rubble at the grave. At the unicorn, answer the questions: NO,NO,NO, YOU. Highest level completed: 4D.
Artifact recovered 11/10/86

WESTERN SECTOR
Old Bomb Factory: Higfhest level completed: 2C

Hotel California: Highest level completed: 4C

Ghost Town: On most levels, be on the lookout for ghosts. They lead you to them! The combination to the safe is in a book on around level 3A or so. There are nine letters and they form a word when unmixed.

CITY SECTOR
Timegates Signpost: Used to keep track of the areas that you have been to. It is also the only place where you can load and save the game.

Shadowland: This zone resembles PAC-MAN, and its only main purpose is to gain you points. On level 4D, the Shadowland Artifact, a red ghost, appears. Highest level completed: 4D.
Artifact Recovered 10/21/87

LAWS OF COMPUTER PROGRAMMING

Author Unknown

1. Any given program, when running, is obsolete.
2. Any given program costs more and takes longer.
3. If a program is useful, it will have to be documented.
5. Any given program will expand to fill all available memory.
6. The value of a program is proportional to the weight of its output.
7. Program complexity grows until it exceeds the capability of the programmer who must maintain it.
8. Make it possible for programmers to write programs in English, and you will discover that programmers cannot write in English.
9. Software is hard. Hardware is soft. It is economically more feasible to build a computer than to program it.
10. An operating system is a feeble attempt to include what was overlooked in the design of a programming language.

TYPE IN THIS PROGRAM AND GO TO JAIL

COMMENTARY ON SOFTWARE COPYRIGHTAND PIRACY
by Dennis Hevener
Reprinted with permission of *ST Applications*, The Atari ST Journal

In a recent issue of an Atari magazine that caters to both 8- bit and ST users was an article and type-in program that really interested me. So I bought the magazine. After reading the article thoroughly, I became really jazzed about the project described, and immediately called the publisher with intent to purchase the program on disk. I hate typing. I was told that the ST program was only available on 5 1/4" 8-bit format, but the disk came with instructions for transferring the program to the ST. Lacking an 8-bit Atari, it would take more than instructions to get the program on my ST. The publisher did say that the program would be available on 3.5" diskettes in the future, but I'm 28 years old now, and due to my health, I doubt I'll live more than another 75 years.

Asking around didn't scare up anyone who could help me convert a 5 1/4" disk, so I looked into typing in the program myself. The program is written as assembler, is very long, and worst of all, requires linking to some routines only available from the Atari Developer's Kit. NO PROBLEM, I would type it in, send it via a BBS to someone who has the developer's kit, and he would compile and return the finished product to me. BUT BETTER READ THE FINE-PRINT LEGALESE FIRST...

Right under the listing of type-in programs on the first

page of the type-in section, I read "NO PART OF THIS PUBLICATION MAY BE REPRODUCED, STORED IN A RETRIEVAL SYSTEM..." Wow! You're not supposed to even type in this program for your own use, much less collaborate with someone else to share the labor and the benefits.

Finally, someone offered me a bootleg copy of a coveted program that someone else had converted off an 8-bit disk. I accepted! No lectures on the immorality of piracy from me! Now, to ease my conscience, I could go buy my own copy of the 8-bit disk, but I would still be a criminal as far as the publisher is concerned, so why bother?

I relate this episode to you to illustrate the paranoia of some software suppliers. Don't misunderstand me, I do not condone piracy. EXCEPT for the aforementioned program, 100% of my software is either public domain or purchased by me. I work for a software development company, and my paycheck depends on people paying money for my employer's software. However, I am really unhappy about the restrictions publishers place on their software, restrictions that do themselves no good and alienate the user.

I wish to make the following points:
1.) Copy-protection doesn't work and is an inconvenience to legitimate users. For instance, *Sundog*, a very fun and popular game, is copy-protected, and even worse, it will not run while write-protected. Sooner or later, I know I will accidentally save something to my *Sundog* disk. Fortunately, *Sundog* and all of my other copy-protected software is easily copied with *ProCopy*. Sooner or later, (usually sooner,) someone will find a way to duplicate any disk or cartridge. The copy protection scheme can't be too sophisticated, because the publisher must be able to copy masters to make production copies!

2.) Some piracy is inevitable. There will always be a few who will do anything to avoid paying for their software. Their motivation is usually not economic. They do it for the thrill. I think these people are in the minority and will not do great damage to software suppliers. I believe most piracy is done by basically honest people, who "BORROW" a copy of a friend's program to "TRY OUT." Others copy friends' programs with no intent of buying their own at a future date. They rationalize their actions by saying, I'M NOT HURTING ANYONE, BECAUSE I WOULD NOT BUY THIS PRODUCT EVEN IF I DIDN'T HAVE A COPY." I do not believe that moralization and threats by software suppliers will stop this type of software sharing. Software piracy laws are unenforceable for the most part.

Therefore, software suppliers must realize that they cannot stop all piracy, and rather than wasting effort sending pirates on a guilt trip or making idle legal threats, they should take positive steps that will benefit legitimate owners instead.

Here are the ultimate weapons against piracy. I am happy that many suppliers of ST software are doing many of these things. Others, well...

1.) Provide uncopy-protected software, along with a courteously- worded statement explaining that the software is provided for your use only, and distributing copies hurts all users. This creates a cooperative rather than an adversarial relationship where the user must fight the publisher to obtain or make a legitimate archival copy.

2.) Provide good documentation and support. An example of piracy - preventing a documentation is that supplied with *Flight Simulator*. The textbook on flight principles alone is worth what the program costs on the discount market. Furthermore, it is too large to photocopy easily.

3.) Provide good pre-sales information on the product. When people are in the market for a particular type of software, and have several products to choose from, they often resort to "BORROWING" a copy of each product for evaluation. I have found it very difficult to get information on products. Dealers usually know very little about specialized products. The advertisements are there just to whet your appetite. Magazine product reviews are all too often a summary of the product's features, rather than an in-depth analysis of them. Calls to the inaccurate information. I love demo versions of software -- such as *DbMan's*, which is fully functional except that it will not allow more than a few records per file.

4.) Provide frequent upgraded versions, with a generous update policy for registered owners.

5.) Charge a fair price for products. I believe that many publishers are not maximizing their profits because they are charging too much. Products such as *DBASE III* and *LOTUS 1-2-3* would be useful to many, many home users, but are so expensive that only businesses can afford them. Suppliers for ST business software are generally good about this. I use *DbMan*. It is an excellent product. Support is excellent. My cost: $75.00. At that price, I was not as tempted to fine a bootleg copy as I would have been if it cost $400.

I believe game publishers in particular could increase their profits by charging less. I have spent a total of $56 on the discount market for 2 games. If games cost $10-$15 each, my total expenditure on games would be much more. There are a lot of games out there that I would like to have, but they are not worth $25 to $30 to me. If a friend offered me a copy of one of these games I wanted, I would have a hard time refusing.

6.) Finally, I wish magazines would quit printing long type-in programs, unless they are done to illustrate programming technique. If the goal is simply to provide the reader with another piece of software, the program should be provided on disk. I believe that magazines with disks could be provided at a lower cost. I buy DSDD diskettes in quantities of 50 for less than $1.70 each. I see no reason why a magazine with disk could not be sold at a good profit for $8.00 or so.

The magazine publisher could also sell space on the disk to software vendors for distributing demonstration programs. Can you think of better advertising than this?

If magazines are going to print type-in programs, they should not object to people storing them in "INFORMATION STORAGE AND RETRIEVAL DEVICES", or distributing copies of their labor to friends.

In short, I believe that positive reinforcement will be more effective in curbing piracy than any threatening legalese can ever be. Until this happens, see you in jail, where you are allowed to have a computer or a type-in program, but not both!

PANIC IN DESKTOP PARK

Confessions of a Desk Accessory Junkie

by Ken White

Courtesy of *ASTUN* (Atari ST User's News) March 1987

Okay, so six months ago, I didn't know nothin' about desk accessories. A desk accessory was like a paper clip, or maybe one of those magnetized things that hold the paper clips in cute little circles around the magnetic hole thing. Now THERE'S a desk accessory. I was a babe in the desk accessory woods.

Of course, I didn't have an ST six months ago. I was clean. My old 800 had a lot of "things", but it didn't have any desk accessories. Not a one.

Then circumstances changed and I developed a need for an ST professionally. Like a big sucker, I went in wondering about how I was gonna like using the mouse, or how the megabyte of memory I was getting would change my writing style, since the biggest text buffer I'd ever worked with was about 22K. Nobody bothered to mention the "side effects" of desk accessories, and I didn't know enough to ask.

I started off on the soft stuff. The control panel, the terminal emulator, and the printer installation accessory were my only neighbors under DESK (on the menu bar...). Yeah, so I didn't have a modem yet, or a printer. But I could sure change those colors. I never realized that there were color combinations that would make you think you were a reincarnation of Jayne Mansfield.

After a while, I started reading about *Thunder!* from *Batteries Included*, and all the reviews made mention of the fact that there was an "accessory" version that would check my typing WHILE I WROTE for spelling errors. Well jump back Jack! That sounded pretty good to me. I got it.

Then somebody started telling me something about *Cornerman*, how it had all these things available as an accessory, everything from a dialer and a notepad to an on-screen digital clock and a calculator. Just one click of the mouse and there you were.

Well, that sounded pretty good to me. All that stuff in an accessory. Didn't need my notepad next to the computer or that calculator that used to be in the drawer before it deserted me and went to Honduras to join the Contras. So I got *Cornerman* too.

Wasn't I the smart and lucky one. There I was, with my little word processing disk (*Cornerman* and *Thunder!* resting comfortably under (The DESK) and with my little telecommunications disk (*Thunder!* and *Cornerman* under that DESK too - wouldn't want to misspell a word while composing a message with *Flash's* built-in word processor, would I?). I was truly happy as a pig in whatever it is pigs are happy in.

For a couple of weeks, I was okay with my little package of desk accessories. I used them every day, and was completely satisfied. Then, I went on ***GEnie*** (*General Electric's* answer to ***CompuServe***) and I happened to see that they had a whole download library devoted to "desk accessories". Obviously, I had to take a look....

When I'd finished scrolling through the fifty or so desk accessories available to me there, my hair must have looked like something Don King would be proud of. There were ALL KINDS OF DESK ACCESSORIES!! Everything from RAMdisks to things that did things I didn't even understand. All free for the taking.

I started small. Downloaded a calendar (dumb little thing that brings up a calendar, month by month, from January 1980 right on through the next century... you got married on February 19, 1983? Hey, that was a Saturday....), a clock (yeah, so I had enough clocks on *Cornerman* to rival the little Hungarian clockmaker down the street... but this one can be... well, altered. Changed in form... Hello, Dali, if you know what I mean...), a scientific calculator (I know, I had one of those with *Cornerman* too, but you never know when you might need JUST a calculator available on your disk, right?) and a stupid little 3-D maze game called *Minos*.

Oh boy, I was really cooking. I put calendars on my word processing and telecommunications disks and filed the rest of the accessories away on a new disk labeled appropriately enough, "Desk Accessories". The monkey was beginning to climb up my back.

The next night, I was back on *GEnie* again, searching through the desk accessories download library for additional accessories that I might imagine, I found a couple.

How does a little accessory that tells you how much free RAM you have in your computer sound? Or maybe a little item called *Tiny Tool* is more to your liking - it's a combination disk sector and memory examiner and editor. Now personally I don't have a whole lot of use for something like this, and I'm not sure why I downloaded it (no, you can't have a banana) except it sounded interesting - I also felt there was a possibility that I might wake up one morning after a vision that explained the meaning of short non-words with dollar signs and other funny stuff in them.

And then there's the *Word Window*. The *Word Window* is a fairly full-featured word processor IN A DESK ACCESSORY. Yes, if you thought you needed to boot up your favorite word processor to write that letter to Mom, (or to the credit card company), you thought wrong. Just swing your pointer up to the DESK menu item, click *Word Window*, and you've got a word processor that will give you the power to edit, move blocks of text, save files, print files, embed printer codes, and do just about anything you might want to do with a text file. It'll only deal with documents of approximately 32K (80 columns of text by 400 lines), but I wrote a BOOK with *AtariWriter* and a 22K text buffer... and *Word Window* has more features.

Read some more about the ST. Hmmm, a RAMdisk accessory might be real nice. Create a RAMdisk at bootup, so it's there and ready for me whenever I need it. And they come in sizes ranging from about 78K up to 709K. Okay, you don't have to stare at me disapprovingly - I downloaded a variety of sizes, for different occasions.

I was in full-scale accessory addiction by this point. I stopped looking for interesting new accessories and started thinking about what kind of accessories I WANTED. I hunted and dug around, looking for an accessory that would allow me to format disks and do basic DOS-type functions without exiting my application programs. After a week, I found *Disk Manager*: Format disks, delete files, create folders, all kinds of useful stuff. I grabbed it.

I've managed to calm down over (the last few days - I

spend my time moving accessories from disk to disk, then booting a disk up and seeing how I like it. It's not that my lust for accessories has cooled; rather, I have enough accessories to play with... for the time being.

I was on *GEnie* again tonight... didn't notice any new accessories... I sure hope somebody writes another good one real soon... or I'll have to give *CompuServe* a call and see what THEY'VE GOT..... a man's gotta do what a man's gotta do....

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XE CONSOLE KEY FIX

reprinted from *Current Notes* March 1987

The following fix for intermittent or complete failure of the HELP, START, SELECT OPTION and RESET keys comes from an *ATARI Technical Advice Notice* dated July 25, 1986

According to ATARI, the problem is caused by excessive voltage drop in the keyboard and the keyboard connector (J8). This is caused by oxidation or contamination of the metalization film on the flex circuit.

The ATARI recommended fix may be accomplished by proceeding as follows:

1. Remove the flex circuit from the edge connector (J8).

2. Carefully remove any oxidation or contamination from the metal film (side with circuits in black). DO NOT USE EXCESSIVE FORCE, AS THIS WILL DESTROY THE TRACES.

3. Shim the non-conductive side of the flex circuit (silvery colored side) with any material. It should be .002 - .010 inches thick (scoth "magic" transparent tape will work).

4. Remove R95; a 220 Ohm resistor to pin 2 of J8.

5. Replace R95 with a 1K Ohm 5% resistor.

6. Replace shield and reinsert flex circuit to J8.

7. Reassemble and test keyboard and computer functions.

The cleaning and shim will minimize the recurrence of the poor contacts. The resistor change lowers the LED drive current and thereby reduces the voltage drop across contacts thus eliminating the problems.

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TOM AND JERRY VISIT ICD

by Jerry Cross and Mike Lechkun

reprinted from *Magic*, Warren Michigan

Oh well, Mike's lousy mouse joke at least got us in the door and to the receptionist. We entered an old textile factory on a bumpy road on the south side of Rockford, Illinois. The building's reduced demands allowded it to house small, emerging businesses. This is where *ICD*s resides.

After the aforementioned bout with the receptionist, we were greeted by Marilyn, one of the executive secretaries, and were shown the main office. This office house other secretaries, accoutning and art departments, and programmers. Sitting on a dresser in the middle of the room was a ***520 ST***, ***Courier 2400*** **modem, disk** and **hard drives**-- in short, the ***ICD BBS.*** That's where the fun started! We were introduced to staff programmer Keith Ledbetter, Keith of *Express!* fame, showed us his first products for his new employer. ***ICD Express!*** (we think that was the title) is an ST BBS program that will knock your socks off and send them across the room! It's really that good! The program is a mixture of features found on *850 BBS Express!* and some major on-line services. Written in a languge composed by Keith (also to be released as soon as it is documented), *ICD Express* is a caller's dream yet not a Sysop's nightmare. In the download section, a user can scan the list of available files, or view each filename followed by a brief description. Arc'ed files can be unarc'ed on-line to view seperate files contained in the master file. The sysop may set a variety of flags restricting/allowing different privileges to individual users. Standard X-modem, CRC X-modem, and Y-modem are the protocols supported. "Kermit's batching allows some users to type in "*.*" an ddownload everything, asnd I'm not too keen on that," said Keith. 32 message bases can be created, with a maximum of 250 messages each containing 4000 bytes of information. This will cost you over a meg of memory, but that's the breaks-- get a Mega ST when they come out! Thread following, tagged messages, and a new on-line text editor makes this message area complete. I thought the suggested retail of $79.95 was reasonable, Jerry thought it a bit too pricey. For *ICD's* first foray into the ST field, this seems an excellent product in the tradition that *ICD* has established.

After Mike got up off his knees in worship to Mr. Ledbetter, the tour moved on. Up an escalator and through a vacant machinery room we went, Marilyn left us in the capable hands of Brad, head of shipping/handling and production. Stacks of untested, incompleted MIO devices were about the room. Each MIO is tested from 9 to 24 hours for reliability before packaging and shipping. This commitment to quality along with *ICD's* excellent consumer support has forced them to expand three times within the warehouse. Surely a fouth expansion is eminent. When Jerry complained of a lack of quality service on non-ICD equipment in his area, Brad rather matter-of-factly said "Send it in to us - Tom (Harker, *ICD's* President) will look at it." *ICD* routinely assists with all installation of their products at reasonable fees. *ICD* installs *Rambo's* (memory upgrades) and *US Doublers* (1050 drive enhancements) for $30 and $15... they"ll look at user's equipment as well when their own products checks OK.

After being frisked for any free sample MIO's (just kidding), our tour ended. In spite of the grubby factory style surroundings, *ICD* is a company committed to dependability to all Atari owners. This is one book you can't judge by the cover!

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8-BITARC QUESTIONS

by Ralph Walden, ACE BBS Sysop (503) 343-4352

reprinted from the *ACE Newsletter*, May 1987

The following is a list of the most commonly asked questions about the 8 bit version of ARC and ARCX.

Q: When I run ARCX, the disk drives run, the screen goes

off, and then nothing happens. I have to hit System Reset to get out of it.
A: ARCX does as much work in memory as possible. This means a long time can go by before it actually starts writing to your disks. Let ARCX run - if two minutes go by without any activity, then you have problems.

Q: When I deARC the file, it has a duplicate 128 byte block at the end?
A: ARC and ARCX have no concept of "blocks". If you get a garbage block, or a duplicate block, then the person who ARCed the file had a bad file to begin with. This commonly occurs when a terminal program and BBS don't agree on how to end the file transfer.

Q: Since almost all files are "squeezed", wouldn't it be easier just to forget about the "stored" and "packed" method in order to speed up the ARCing process?
A: The "stored" length is the actual file length, so very little calculation is done to get this value. All input is "packed" before being "squeezed". The result is, all three types of compression are known as soon as ARC calculates the "squeezed" length with no additional ovwerhead. I have tried "squeezing" an unpacked file and it ends up larger.

Q: Couldn't you make a special 130XE version so ypu can add the "crunched" routine to the other three?
A: I could, but it doesn't make much sense. It will eliminate the possibility of a 64K RAM disk, tying the entire I/O to floppy disks. Between this and the constant swapping of bank memory will make a very slow ARC. On the ST I implemented a more efficient version of "crunched" than the standard ARC found on ST's, IBM's, etc. The result is a full implementation of "crunched" with no need for the "squeezed" routine. The problem with "crunched" is the need for a 30K buffer area. It could be reduced by 5K by using a 3 byte data type, but neither C or any other 8bit language supports a 3 byte data type. This means, I need to do it in assembly. There are other problems, though less severesuch as the need to do long integer division, having to use note and point to fill in the header information, etc. Needless to say, it is not a project I relish doing. I am implementing the "crunched" routine in assembly on the ST, and when completed I will at least consider porting it over to the 8bit.

Q: Could you implement a version to allow the user to swap disks?
A: I could, but it's not practical. You'll have to swap disks 15-20 times to extract a full single density disk. Ypu will not find many ARC files which cannot be extracted on a single density disk, and this is reduced even further if the "crunched" routine is used. For example, the ACE BBS which has about 4 megabytes of 8 bit ARC files, only has 1 file which cannot be extracted with a single density disk.

Q: Would ARC and ARCX be faster if they were written in ACTION?
A: Probably not. ARC uses recursive function calls (the function calls itself) which is difficult to do in ACTION. Most of the time critical functions are written in assembly, which is faster than ACTION. Even rewriting the entire code in assembly would have little speed improvement over version 1.2. The main limitation now is the speed of the disk drives and the speed of the microprocessor. Currently, ARCX is about 9 times slower than ARCX on the ST. That's pretty good when you consider the disk drives are 10 times slower, and the micrprocessor is 6 times slower.

In the works, I will at some point in time be writing a program to allow you to list the filenames and their sizes within an ARC file. This will be quite efficient when used under SpartaDOS which has a better note and point routine than Atari DOS. If used under Atari DOS 9or compatible), it will require reading in the entire file. I will be doing an ARCX with query, where you are asked for each file as to whether you want to extract it or not. If enough people request it, I can also implement version of ARC and ARCX that require password to extract the file. I may, at sometime in the future, write an ARC program completely in assembly in order to implement the "crunched" routine.

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INTRODUCING THE 8-BIT SIG VP...

Chris Reich

I want to extend my gratitude to the members of the 8-BIT SIG for electing me the new 8-BIT SIG Vice President. **David Eichel** is to be congratulated on the job he has done for the eight-bit users this past year.

For the benefit of those who don't yet know me, I offer this brief biography. I am in my very advanced 20's, and am employed at *Harris Corporation*, a local electronics manufacturer. I started there as a Field Service Representative, a job which took me to almost all parts of the world. My present position is Technical Instructor, and this job has taken me to the other parts of the planet that I missed before.

It was on one of these trips that I met my wife, Maribel, who has given me (so far) a daughter, now four, and our newborn son.

My first introduction to computing was as a freshman in high school, working with a DEC PDP-8 minicomputer with teleprinter machines for the user interface. We stored our programs on paper tape. I was quickly engrossed, and used to sneak out of study hall to use the computer. So convinced I was that computing was going to be a way of life for me, the next year I enrolled in the secretarial typing course so I would be proficient at a keyboard. It was a decision I have never regretted.

I bought my first computer, an Atari 800, in January of 1983. There are a few people around who paid more money for their Atari systems, but not many. I am as enthusiastic about the Atari computers as I was when I first bought it. Soon after, I volunteered to be the librarian for **ACORN**. In those days, the club had the name of one of the local computer stores which used to deal in Atari equipment. The organization of the eight-bit library, with the different categories of files, was done by me in those days. I also adopted the original version of the **ACORN** directory program from a type-in program. **Bob Wilson** and **Nick Cup** have since maintained and expanded on the system of organization I originally developed.

In 1984-85, when nobody was sure of the future of Atari, **ACORN** almost became forgotten history. In a last ditch attempt to save what many thought to be a sinking ship, **Dave Vogel** called a meeting in March of '85 to evaluate the

situation. Out of that meeting came an interim slate of officers, who were re-elected in June of that year. Those of you who were with us then recall that it was then I became ACORN President.

During my presidency, the membership grew 400%, the program library grew 350%, and the treasury grew 300%. We instituted the disk of the month, the annual mass-disk copy, and the auction. I have no less ambitions for the 8-BIT SIG this year.

I am applications-oriented. That is, I don't believe in computing for computing's sake. I use my computer for financial calculations, checking account management, letter-writing, skill development for my children, and for game playing. Yes you read that correctly, I play games on my computer. (In fact, one of the primary reasons for purchasing the Atari computer in the first place was that it could run *Visicalc* just like the Apple computers, yet still provide a challenging game of chess with excellent color graphics and an easy user interface.)

My other interests include amateur radio, photography, and gourmet cooking. I love music of almost any kind except avant-garde jazz. I have a large stamp collection, and collect recordings of Harry Belafonte. Quite naturally, I am always searching out new ways to use the computer to enhance my enjoyment of the other aspects of life, and welcome the opportunity to involve myself with others who feel likewise.

I strongly believe in the value of education. **ACORN** has always tried to educate new users, and there has been varying degrees of success, but the time has come to get serious about it. I shudder to think about all the Atari computers gathering closet-dust. The Atari computers are the best educational tools that can be placed in the home; I will defend that statement on any level, and will expound on it more in future editorials.

I am strongly opposed to the distribution of commercially produced software. If you are involved in it, please stop. If you won't stop, don't ever tell me about it. I will write more about this topic in future editorials.

Future 8-BIT SIG meetings will be attendee-oriented. If you have a problem to discuss at Random Access, bring in the software or the hardware and we will find a solution you can take home, instead of a collection of conjectures and second-guesses. We will be interested in hearing about the good products you have associated with your computing experiences. Do you have some unusual application you have developed? Do you have some unusual application you would like to see developed? Do you have some crazy ideas about what a home computer is good for? I know I do, and by discussing these things together, we will have some fun, and who knows?... just maybe we will be pioneers in the next generation of computer users.

THE 8-BIT LIBRARY

by Nicholas J. Cup

I hope that you all had a good month, and that you enjoyed last months disk. I'd like to thank **David R. Eichel** for letting me put his work into our Library. I think that is is a fine example of music on the 8-BIT.

On to new business. I have been hoping to get a new update out to let you know what is new & exciting. The delay here is that I still have quite a lot of disk to go through and organize. Till then let me give you a hint of some of the the things that have been added. (I'll try to bring in a list to the next meeting that you can all look at).

H11 & H12 - *TextPro 1.2a*
This is a fantastic word procssor with a LOT power. (Including Macros). It is a double sided disk.

L09 - *MACHDOS 3.7*
Its a Density smart Dos that I think you'll like.

L10 - *ACE C*
The C programing language from ACE

Filled **A26-A27** with some of the newest games around.

Filled **B08-B14** with some good thinker, also a wheel of fortune type thats very nice. And a 4 disk side trivia game.

Filled **D11-D16** With ***Movie Maker*** (and player) files, plus digiitized sound demos.

We've also added to disk **T10** ***Express 850*** for your Telecom convenience.

Also check into the ***ACTION*** and M/L Source code disks for programs you can modify.

As for the **Disk of the Month**, we'll try for something a little more serious. It will be **U19**. I think you'll find many useful programs on it. So till next meeting take care.

TREASURER'S REPORT

By REID HOADLEY

OPERATING FUND
MONTH ENDING: JUN 30'87

INCOME	EXPENSE TOTAL	RUNNING	COMMENTS
**********		$2370.19	BEGINNING BALANCE
$45.00		$2415.19	NL ADVERTISING
$52.50		$2467.69	MEMBERSHIPS
$ 1.00		$2468.69	MISCELLANEOUS
	$ 69.98	$2398.71	NEWSLETTER PRINTING
	$ 62.00	$2336.21	NEWSLETTER POSTAGE
	$135.00	$2201.21	MEETING ROOM RENT
????????	$267.48	$2201.21	

TOTAL	$2201.21
CASH ON HAND	45.48
CHECKS ON HAND	76.50
ST LIBRARY	46.93
CHECKBOOK BALANCE	$2032.30
EQUIPMENT FUND	$ 500.00

FOR SALE

Atari 130 XE with all cables, manuals; everything except the box. Asking $85. Call Tom Bellucco 254-8405, 458-8368.

THE ST SIG

Tom Bellucco, SIG VP

First of all, thanks to all ST SIG members who voted me as the new SIG VP. The competition was fierce and the voting was close. <big grin>

Now, onto business. The July ST SIG went very well, as there was participation from many different members. Maybe that's why the room became so *HOT*. For those members who missed this meeting, here's some of what went on:

During random access, it was mentioned that *GFA Companion* was released. I have since found out that it has been FINISHED, but not released. Scheduled release is mid-August. *GFA Companion* is a program that will allow you to create custom dialog boxes. It produces *GFA Basic* source code that you plug right into your GFA program. Suggested retail is $49.95 I believe.

Bruce Nelson read on USENET that the public domain games *Monopoly* and *Mille Bourne* by **David Addison** are no longer public domain and should be removed from all bulletin boards and club libraries. *Parker Bros.* did not like how close the two games look to its own board games.

When you turn off your 1040ST, Atari recommends waiting at least 10 seconds before turning it back on. It seems that it takes that long for all the RAM to clear and for the system to "power down." There's no need to wait with a 520ST, and it is not known if the wait is needed on an upgraded 520ST.

It was asked if it is possible to add a no-solder upgrade to a 520ST that already had a homemade upgrade to get more than 1 meg of RAM. Answer No.

It was brought up that Atari may drop the 520ST when the Megas are released. No conformation on this as yet.

There can be 112 files in the root directory of any drive. After that, folders may be used to add more files.

A new public domain program is on the way from **Simon Poole**, author of *Uniterm*. It works like *CHKDSK* on the PC, checking/repairing your disk FAT and releasing unused disk clusters. A pre-release found its way on the **Apex**, but a day later, I saw on **GEnie** that this version was bug ridden and *VERY DANGEROUS*. If you have a program called ***DLII.ARC***, or a program that sounds like the one described here, make sure it is a bug-free version!

Vin Arrigali gave a demonstration of *PC Ditto*, the new IBM emulator the ST, and the StereoTek 3D glasses. *PC Ditto* can run hundreds of PC titles, and Vin showed us *MultiMate* and *Lotus 1-2-3*.

The August ST SIG will include another educational Ramdom Access session, and **John DeMar** of *QMI* is scheduled to appear and demo some of his ST products, including DeskCart and ST-Talk Professional.

As members, I encourage you to participate in the SIG! If you have recently bought a piece of software, please tell us about it during Random Access. Chances are someone else in the group is interested in that particular program.

See ya next month...

Tom Bellucco
"Your Software Connection"
(716) 458-8368

Another software clearance sale!

ST software:
King's Quest II - $20
Timelink - $20
ST Wars - $20
GFL Football - $20
Mindwheel - $15
Essex - $15
PM Interface - $15
Label Master Elite - $25
Publishing Partner - $90
Swiftax (1986) - $40 (get 1/2 off the 1987 version)

8-Bit software:
Conflict in Vietnam - $10
Archon II - $10

Blank Disks!

3 1/2":
Fuji SS/DD 20 pak with free case - $25.00
Sony/Maxel/Fuji SS/DD - $13/box

5 1/4":
Sony SS/DD with free case - $8.00

STuff:

Monitor Master - Connect both ST monitors without cable switching; includes audio/composite jacks - **$45.00**

DeskCart - Cartridge desk accessory, includes battery backed up clock, calendar, notebook, card file, calculator, typewriter, address book, VT-52 terminal, keyboard macros, ramdisk control, disk utilities, print spooler, control panel, screen dump, and memory test - **$75.00**

THE "NEW" ATARI APEX ARCHIVES

by Tom Bellucco, ACORN

In the June *ACORN Kernel*, an article written by Vic Albino of *BRACE* was reprinted describing the Apex Archives, my "club" for obtaining public domain software. Vic wrote that particular article almost a year ago, and since then, a few changes have taken place.

Vic mentioned that I had started a club for the 8-bit users. This was true, but I have since sold my 8-bit equipment and no longer have the ability to transfer the software from my BBS to Atari formatted disks. There were only 2 8-bit members, and neither had ordered software in quite awhile. Because of these reasons, there no longer is an Apex Archives for 8-bit software.

The ST Archives are still going strong, though. There are currently 31 members and around 850 files available. The membership still costs $10 and is still a one-time fee, but the disk prices have come down. Double sided disks are now $2 and single sided disks are $1. Add $.50 if I supply the disk.

The format of the club has changed as well. Before, I would send you a complete list of the files available and you would choose the files you want and send me the list. Now, everything is organized onto disks. You can still order by the file, but I have divided each category into a number of disks which can be ordered using the prices noted above. The complete list is on disk, and consists of files containing descriptions and files containing disk directories.

Each month, you will receive a list of the files uploaded in the past month. You can then purchase the entire update for the price noted on the list, or order by the file using the same prices. The first update was sent out in July for June's uploads.

The entire set of files is available as well. The first 820 files fit on 26 DS disks. The entire set, including disks, costs $55 and automatically enrolls you in the Archives. You then receive the complete set of files, and the lists of updates up to the latest list. You can then purchase the updates you want.

Vic mentioned that I guaranteed 48 hour turnaround. Now that I have everything organized onto disks, I can promise same day turnaround.

If you have any questions, you can send them to me via *ACORN*, or to the address listed below, or call my BBS at (716) 458-2638, 24 hrs, 300-9600 baud.

The Atari Apex Archives
$10 lifetime membership gets you the complete list of files plus any updates, one free disk full of files (SS or DS), and monthly updates.
Full disk prices: $1.00 for SS, $2.00 for DS (add $.50 if I supply the disk)
Update prices are listed on the update file list
Guaranteed 24 hour turnaround.
Current size - 850+ files on 28 DS disks

For more information, or to join, write:
The Apex Archives
c/o Tom Bellucco
52 Hamlin Street
Rochester, NY 14615

ST Hardware Review

The Astra System HD+

by Tom Bellucco, ACORN

I always wanted a hard drive for my ST. What stopped me from buying an *Atari* or *Supra* hard drive? Well, the main reason was electrical outlets. My system configuration is composed of 2 monitors, 2 drives, 2 printers, the computer, and a modem. Just being able to turn on my ST costs me 6 outlets. That's one full power strip. Where would I plug in the hard drive? Another reason was desk space. I just did not have room for another piece of equipment.

Enter the ***System HD+*** from *Astra*. This unit consists of a 20 megabyte hard drive and a 3 1/2" DS drive enclosed in one case. That means 2 drives, 1 power supply. If I removed my one SS drive, I'd have my 2 DS drives and a hard drive all using only 2 outlets. That I could handle.

My next concern was cost. I could get an *Atari* or *Supra* hard drive for under $600. *Astra's* drive lists for just under $1000. Did your eyes bulge? Then you know how I felt when I called *Astra* and found that out! I asked why the cost was so high, and got a very interesting answer. First I was told that this was 2 drives in one. I knew that. I also knew that I could buy a different hard drive for $550 and another DS drive for $200. That slick move would leave me with $250 in my pocket and no room for a hard drive. But for $250, I'll put that hard drive on my lap! I basically relayed that response to the *Astra* salesman on the phone. Then he hit me with his big guns. The *Astra* drive comes with a ONE YEAR warranty, 4 times longer than the other guys. Great, I thought, but I don't ever want to use the warranty. I want this drive on my desk from day one til the end. Before I could relay that message, the man said something like, "But chances are you'll never have to use the warranty." He told me the *Astra* drive is THE BEST BUILT hard drive available for the ST. He guarantees it! He then told me stories about how The Pointer Sisters and the Moody Blues use this hard drive on tour. You KNOW they're putting it through hell! He also explained how he was showing it off at the Buffalo show. He told me that he would pick it up and move it around while the drive was being accessed. Anyone who knows anything about drives knows that is taboo! I didn't see him do that, but I did speak with a few people who did see him do it. He then went on to explain how they used only the best components to make this drive, etc., etc., etc. So, this was all talk. Should I get the drive? Well, I was convinced. I ordered the drive.

The drive arrived the next day (UPS Red Label, of course). I quickly removed my SS drive from my desk and made room for my new toy. I placed my other DS drive on top of it and plugged everything in. Away we go! Included in the box was a folder with about 10 pages of documentation, the warranty, and a sheet with the results of the pre-ship drive tests. The drive came partitioned at 2 10meg drives, C & D. It came with a disk with the hard drive init program on it, as well as a backup program, and a hard drive park program. The init program must be placed in an AUTO folder, the backup program is used when you wish to make a backup onto floppy of everything on the hard drive. The park program is used when you are shutting down the system. It places the drive heads far away from the actual disk platters so no harm can occur if the drive is moved around.

After a month of use, the drive has given me little trouble. At one time I became a bit upset when drive A would

not boot, and drive B did not exist. A quick check of cable connections revealed that I had not securely connected the unit to my ST. Since that day, I have had NO problems whatsoever.

As of this moment, I have approximately 5 megabytes of software on the hard drive. I still keep most of my software on floppies, but the most used programs including ST-Term, Publishing Partner, GFA Basic, and Personal Pascal run perfectly fine from the hard drive.

There's probably not much I can say to make you pay this kind of money for a hard drive. For me, it was worth it. I now have 2 DS drives and a hard drive that only use 2 outlets. The word is out that *Astra* will be making a hard drive without the DS drive built in. I would tend to think this would reduce the price by about $200-$250 dollars. The hard drive itself will STILL cost more than the *Atari* and *Supra* hard drives. Why buy the *Astra*? I asked the *Astra* salesman what was wrong with these other drives. His reply? "They're garbage." He said that the first *Supra* hard drives were built very well, but then *Supra* decided to go into a price war with *Atari*. They had to cut costs, and the first things to go were quality components. The *Atari* drives, he said, were doomed from day one. *Atari* has always been known to keep quality low to keep costs low. According to him, the other drives will be lucky to last more than a couple years.

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LETTERS TO THE EDITOR

If you have any ideas on how to make A.C.O.R.N. better, or if you have any complaints we would like to hear about it. If you have a question about software, hardware, games, languages or anything else that you have a question about, then send us a letter and we will publish it in this column and try to get a answer to your question.

Dear fellow Atari owner,

I participated in a *GEnie* tele-conference on Wednesday, July 1 in which a few people expressed concern over the ever growing piracy problem. Randy Mears, author of *InterLink*, the author of *Carina BBS* software, and a man from *TimeWorks* all mentioned how piracy has caused harm to their business. Bill Teal, author of *PC-Ditto*, told another member of the conference how he had seen PC-Ditto on numerous bulletin boards only days after it had been released.

As a responsible person and computer owner, and being a member of a responsible computer users group, I'd like to take this opportunity to ask everyone reading this letter to help stop piracy. I have taken a vow never to take or give another piece of copyrighted software, and I'm asking you to take the same vow. I've also formatted any disk full of pirated software I ever owned. I found myself with a bunch of disks gathering dust! The only software I ever used was the software I bought. The rest was there "just in case..." In case of what, I don't know.

If we can show the software manufacturers that we are willing to pay for software, we will be rewarded with MORE software and lower prices! Piracy has almost ended the life of the Atari 8-bit line of computers. It almost ended the existence of 8-bit support on the Apex BBS.

Do your part. Don't trade pirated software! Don't participate on pirate BBS's or in trading parties! Get rid of any pirated software you never use! Encourage others to do the same! If we want our computers to survive, we must show that we are willing to support them by buying software, not stealing it.

Tom Bellucco

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HOW TO SET UP 850 EXPRESS TO AUTOANSWER AND AUTO SAVE INCOMING TEXT OR DATA

More and more people are buying personal computers and a fair percentage of them are purchasing modems. Electronic mail is not just a thing of the future or just for the wealthy. You can set up your own "electronic mailbox" and receive mail while away from home or sleeping! Let me explain...

I live in Florida and the rest of my family is scattered across the Eastern United States. Many of my family members own personal computers and modems so we send text files to each other instead of letters...and the best news is that it is often less expensive than the mail service. I have been communicating with my family for about two years in this fashion and find it highly reliable and rewarding, plus it is immediate! When I get up in the morning, the first thing I do is turn on the monitor to see if any E-mail has come in. If so, I immediately save it to floppy, even before I read it so nothing can happen to it.

At first, we were using *MPP 1000's* because their software supported unattended downloading. But soon I grew tired of 300 baud and purchased the *Supra 1200AT* which also supports unattended downloading. That software however did not support the 512K Ramdisk on my XE, so I began to look for other software for this purpose.

In my opinion, Keith Ledbetter's *EXPRESS!* is by far the best telecommunications program available. I began to wonder if this fabulous program could possibly be set up to autosave to buffer or to disk unattended. Nowhere in the *850 Express* docs was there any mention of this so you can imagine my excitement and happiness to discover that *850 Express* could indeed download and save while no one was around! And...wow, is it easy to do! Here is how:

Boot up your *850 Express!* modem program (I use version 3.0, I don't know if earlier versions will support this) and turn on your modem. From the main menu hit ESCAPE (which forces the program to think you're on line) and then press OPTION (which saves anything that comes in to buffer. Set up this way, as soon as a call comes in, the modem will autoanswer and save to buffer any incoming text. To check to see if any file has come in, simply turn on your monitor (I also hit the SPACE bar at this point to prompt the computer out of the attract mode...ie...changing colors, etc.). If text is on the screen, hit START to go the the main menu and save the buffer to floppy. This will clear the buffer so now just view that file from the floppy or read your mail from a word processor.

This has been tested on the *Supra 1200AT*, *Avetex 1200* and *Avetex 1200hc* and should work the same on most *Hayes Compatible* modems. To test your modem to see if it will indeed work in this fashion, turn your computer and

modem off, turn your disk drive off and your computer back on so only the READY prompt of BASIC is showing. Turn your modem back on as if you were going to use it. Now have someone call your number. (If you live in Pinellas County and have GTE telephone service you can dial your own number, wait for the recording saying that you've dialed your own party line and hang up). If your modem answers the phone without having a program to tell it to do so, then it will work perfectly as described. If, however, your phone rings and your modem does not respond, you may have to command it to auto answer in this way:

From the main *850 Express* menu, choose ASCII (not ATASCII) translation. Now hit ESCAPE and with your modem turned on and ready to receive data, type ATAA. Then hit RETURN. (This in all Hayes Compat. modems commands the modem to autoanswer). Now, hit OPTION to save any incoming info to buffer and you're all set. Remember, in this configuration you are saving to buffer so the size of your buffer depends on the DOS you are using.

Here are my experiences:
ATARI DOS 2.0, 2.5 gives you 3328 bytes
Spartados 3.2 gives a buffer of 4608 bytes
Spartados 2.3 gives the largest buffer of 8064 bytes, big enough for most all your letter capturing needs.

For those of you who expect great volumes of incoming text, you'll want to save direct to ramdisk or floppy disk. In order to do this, you must fool the program into thinking it is on line while you set this up. Here is how you do this:

Most Hayes Compatible modems have dip switches. On the *Avetex* and *Supra* modems you would push switch #7 down. This is the CD (forced carrier detected) switch. On the above mentioned modems, the down position is the "on" position. With the CD switch activated, the express programs thinks it is on line. It seems to do no harm to leave this switch on while waiting for a file to come in. Just be sure you return the switch to the off position before making your next call or you'll get a false "connected" indication. Keep in mind that this switch need not be turned on when auto saving to buffer.

So, to auto save to disk, turn on your CD dip switch, hit ESCAPE from the main menu to force terminal mode, hit START to re-enter main menu, type "T" to capture to disk. You'll be asked to give it a file name and as soon as you do and hit RETURN, you'll be all set to save to disk. Do not hit OPTION to auto save to disk, autosave is already turned on by choosing the "T" function. Plus, you can always tell if autosave is on just by looking at the border color of your screen.

Things to keep in mind:
1) Whenever you are sending directly to another computer, you MUST use HALF DUPLEX. Use full duplex only when communicating with a BBS. If you are setting up to auto receive, it is preferable to be in half duplex but it is ABSOLUTELY necessary for the sending modem to be in HALF DUPLEX.

2) It is probably best to use the standard ASCII translation unless you know for sure that only *ATARI* computers will be sending you files. In that case use ATASCII. No harm will come however if someone sends a text file to you in ASCII and you are receiving in ATASCII, as long as it is just text. You could not send inverse characters and CONTROL characters unless both sending and receiving terminals were in ATASCII.

3) If you don't have a copy of *850 EXPRESS!* version 3.0, ask your Sysop to post it for you. If he doesn't have it, contact me and I'll get it to you.

4) I only know for sure that this method of auto saving works with *850 Express* version 3.0. I know it does NOT work with MPP Express version 1.0. I haven't tried it with *1030 EXPRESS* although I feel it probably would not work since the 1030 does not come with a ring detector.

5) I truly recommend Spartados 2.3 because of the large buffer it gives and it will read and write to most any other DOS.

I sincerely hope I didn't make this sound difficult to set up...it's not. In MOST cases you simply turn on your modem, boot the program, Hit ESCAPE and then hit OPTION. And that's all! If you have any questions, comments, or just want to try it out, you can call my autosaving *850 Express* at 813-393-0173, between the hours of 1:00am and 8:30am, 300 baud HALF DUPLEX, ATASCII (ASCII will work fine if you don't have ATASCII). I auto receive at 300 baud because not all my family members have 1200 baud yet...but I have a feeling that it won't be long!!! Remember also that when you call another modem set up to autosave, you receive no prompts when the modem answers the phone. As soon as the connection is made, you are "live" with the other computer. You may then type your message or send a pre-typed file from disk. DO NOT SEND XMODEM to me since I do not set up my program to receive that way.

I sincerely hope you receive some enjoyment out of information.

Bob Fasoldt
MODEM: 813-393-0173 1:00am-8:30am

SOFTWARE REVIEW: SUB BATTLE SIMULATOR

by Chris Freemesser

Have you ever wondered what it would be like to be the captain of a submarine during World War II? If you answered yes, then *Epyx* has made it possible with *SUB BATTLE SIMULATOR.* It accurately recreates submarine battle in almost every respect. When you first load up the game, the credits mention the upcoming *TANK BATTLE SIMULATOR.* If *SUB BATTLE* is any preview to it, then it should be spectacular.

You have the option of either target practice, a single mission, or a wartime command. If you choose the last two, then you get to decide what side you wish to be on (American or German), and what level of play you wish. The higher the level, the more realistic it gets with respect to enemy strength, times for various events, and the amount of damage your torpedoes do. Depending upon what year the war is in, your submarine type changes as it actually did. This effects the amount of torpedoes you can carry and the number of tubes you have, the depth you can dive, and the speed you can travel. Also, the game allows you to either play actual mission time (why anybody would want to play one mission for three weeks is beyond me), or you can speed up time up to 4 game hours for every second of real

time. This comes in handy when traveling to/from your assigned stations. In the easier levels of play, there is the navigator option which gets you to your station in a matter of seconds. As to sinking enemy ships, this is the best part of the game. Most of the enemy ships you sink are convoy ships, which include merchantmen, tankers, transports, escort ships, patrol boats, destroyers, battleships, and aircraft carriers. Also, you are harassed by enemy planes when you are near the coast. When attacking, you are sometimes plagued by dud torpedoes, the percentage of which depends on the type you are carrying. The type of torpedo also changes as it did during the war. You are also equipped with anti-aircraft guns, deck guns, radar, sonar, maps that can change size from 7 miles to 2000 miles, side views, a target book to identify enemy ships, and a radio to send your position and distress signals. As if that wasn't enough, you can be damaged to the point of having to abandon ship, which is another option of the game. You can either be rescued (if you radioed before abandoning), or lost at sea. If you beach your sub, you are automatically killed. As for playing the game, you have the option of using both the keyboard and the mouse at the same time, which is very helpful in some circumstances. The only gripe I have against game control is that the pointer constantly blinks, and it sometimes takes numerous clicks to get something to work. In some circumstances, you may be pointing to go in one direction (on the compass), and it will send you in the other direction. This is probably just a small glitch in the program.

At the end of each mission, you are rated in your efficiency. If you did a poor job, you can be relieved of your command! Overall, I highly recommend *SUB BATTLE SIMULATOR* by *EPYX*. The gameplay is very good, and it is very realistic.

SUB BATTLE SIMULATOR runs on either a 520/1040ST with color monitor and any drive. Retail price is $29.95.

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A POINT OF CONTENTION
By Jeffrey Summers

I happened upon an interesting "undocumented feature" in **ATARI BASIC** (8-bit) then other day. I was debugging a program that had been typed in sometimes in **ATARI Basic** and sometimes in **TURBO Basic XL**. I listed the file out to disk, then re-entered the program to free up some memory (unused variables, the extra bytes my rev B Basic puts at the end of every SAVE). However, when the program was re-entered, several program lines were flagged as having syntax errors. These lines were working fine, doing their job in the program before, but now they were syntax errors. Inspection showed that each line contained a POINT statement.

It turns out that ATARI BASIC will not allow you to type an expression for the sector and byte values in a POINT statement; they must be "plain vanilla" variables. This is an example of what Atari Basic was not allowing: 10 POINT #1,X1*X2,Y The X1*X2 is flagged as illegal syntax in this statement. Instead, Atari Basic wants 10 X=X1*X2:POINT #1,X,Y

Turbo Basic does not restrict you in this way. The first statement is entirely legal to TB. Now, here's where it gets interesting. If you type the line in with TB you get no error. If you then run the program using regular AB, it runs perfectly well - no error is generated and the program works as expected. AB will execute the statement properly even if it can't be entered in that language. Obviously inconsistent, but thankfully it isn't the other way - think of if the language allowed you to type in a statement that it didn't know then how to execute.

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BASICALLY SPEAKING
by Jeff Summers

First one point of errata. In the program in last month's edition, there was a loop with the index I from lines 45 to 70. You can delete lines 45 and 70 to get rid of the loop and the program will run faster - I originally was going to do something fancy in the loop but then thought better of it.

To finish off with an overview of the various graphics modes available on your ATARI, these last few pertain only to people who have more recent computers - those manufactured 1981 or more recently, and some modes only on the XL or XE systems. We've talked about modes 0-8, 9 and 11, so it's time to talk about modes 10 and 12-14. Mode 10 is one scan line high and 4 dots wide, thus giving you a resolution of 80 columns by 192 rows. The color that will be displayed by the PLOT and DRAWTO statements is chosen by the COLOR statement, with a range of 0-8. The colors 0-4 are the same as in the other modes, but this mode uses a set of auxiliary color registers located at memory locations 704 to 707 for the additional colors. These color registers must be POKE'd with the color value (hue*16 + lum) that you want displayed. These registers are also used by player missile graphics to choose the colors of the players and missiles. This mode gives you the most colors with the fewest restrictions of any graphics mode.

Graphics modes 12 and 13 are the "multicolor character" modes. With these modes characters are displayed that are moade up of more than one color for the character. However, these modes also require the use of a redefined character set for most uses. To see what the usual character set looks like in these modes type the following:

```
10 GRAPHICS 12
20 FOR I=0 TO 127
30 PRINT #6;CHR$(I);
40 NEXT I
50 END RUN
```

The difference between modes 12 and 13 is that mode 13 characters are twice as high. Try the above program after changing the 12 to a 13 in line 10 and see what I mean.

Redefined character sets are something I can cover here if people desire, I'll wait to see if there is interest before attacking that topic as it is a little advanced though.

Mode 15 is the mode that is used by most of the commercial drawing programs. It is often called "ANTIC E" in the magazines and books because until the XL and XE machines were released you couldn't invoke this mode with a simple GRAPHICS command. The pixels here are one scan line high but two dots wide, giving the highest multicolor resolution mode of 160 columns by 192 rows. The color are chosen just like with the 4-color map modes discussed last

time (modes 3, 5, and 7). Mode 14 gives the same resolution but only 2 colors, the background and the color from register 1. Note the similarity here to the even numbered map modes 4 and 6.

So, that pretty much concludes the overview of the vaious graphics modes available, and I hope that it gave them some semblance of an organization that will make them easier to remember. Please note that the resolutions I gave are for a full screen in that mode. If you have a text window at the bottom of the screen, you must allow for these four lines of mode 0 when figuring the bottom of the screen. Screen windows are the default status of all but the GTIA modes, 9, 10 and 11. To eliminate the text window, add 16 to the mode number in the graphics statement. Thus, to get a no-text window screen of mode 2, you would type GRAPHICS 18. Sometimes in magazines you will see it as GRAPHICS 2+16 reminding the programmer that it is really graphics 2 with the 16 added to make it full screen.

Speaking of adding numbers to the mode number for special effects, a less commonly used, less well known function is that you may add 32 if you don't want the screen cleared. This is of limited utility, as the differing memory requirements of the modes makes it challenging to know where on the screen your information will be in the new mode, but here's an example of this feature:

```
5 DIM A$(1)
10 GRAPHICS 2
20 PRINT #6;"HELLO there"
30 GRAPHICS 1+32
40 INPUT A$
50 GRAPHICS 2+32
60 INPUT A$
70 GOTO 30
```

Pressing RETURN toggles between the two modes without clearing the screen.

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ATARI IN THE NEWS

taken from *Computer & Software News*, July 13, 1987

Northbrook, Ill. - Mindscape and Atari Games, Milpitas, Calif., have signed an exclusive agreement to publish home computer versions of Atari's line of standalone video arcade games.

The first will be *Paperboy* and *Gauntlet,* priced at $34.95 and due for shipment next month. The games will be available for most PC'S.

Mindscape president Roger Buoy expects each to sell 100,000 copies.

"These games have been a tremendous success and there's a pent-up demand for the home computer version. The retailers have been asking when we're going to print both", Buoy said.

"We wanted to be associated with the best company in the industry. I think they're a top-notch company in their concept and their marketing approach," Buoy said of Atari games.

He added that he was approached by other manufactures but waited until he could work with Atari Games.

Buoy said Atari has always had high-quality products and a keen perception of the market and "they are far and away the best company with which to be associated."

Dennis Wood, senior vp of Atari Games, said his firm has been licensing its coin-operated arcade games for home computer publishing for about 2 1/2 years, but this is the first exclusive agreement.

"In the past we haven't restricted our licenses to anyone, but we believe in the strong distribution power of *Mindscape* and its reputation." he said.

Paperboy and *Gautlet* will be sold through the distributor channel and through retailers.

Scheduled for future release are *Atari Games' Rolling Thunder* and *720.* Also planned are *Road Runner, Road Blasters* and *Gauntlet II*, all to run on most home computer formats.

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SUPER SHORT-CUTS FOR YOUR 8-BIT SYSTEM

Assembled from many various sources
Presented here by Terry Koelling
WB4LEJ Lilburn, GA

Courtesy *JACG Newsletter*, June 1987

QUICK RAM CHECK: Checks ram from just below basic down to location 10.

```
10 ? FRE(0): GOSUB 10
```

Type RUN and the screen should show numbers down left side counting DOWN by 4 locations. It should end with:
ERROR- 2 AT LINE 10

GTIA OR CTIA: Some older systems had CTIA video chip and could not display the newer modes of graphics.

```
10 GRAPHICS 10
20 GOTO 20
```

Type RUN. If the screen goes black, then you have the new GTIA. If it goes blue, you have the CTIA and should upgrade.

A OR B REV. ROMS: Older systems had "A" ROMS and they had some bugs. "B" ROMS corrected them.

```
? PEEK (58383)
```

"B" ROMS=0...."A" ROMS were generally 56, but anything other than 0.

MORE ON ROMS:

```
? PEEK (64728)
If=162 then 400/800 system, otherwise, XL
? PEEK (65528) 400/800 only
221="A" ROM
214="A" PAL ROM
243="B" ROM
34="B" PAL ROM
? PEEK (65527) XL only
```

Continued on Page 20

ARC, ARC, ARC, ARC

HOW TO HANDLE THOSE ARC FILES

by Dan Rhea

(c) 1987 (Reprinted from *The Atari Journal*, May 1987)

Being a SYSOP on CompuServe Atari16, you would imagine the most common question the users ask would be "How do I download?" Well, it's probably the second most-asked question... The first, I hope to deal with in this article, is simply "How come my .ARC files don't work?"! Nothing in life comes easy, so I'm going to run you through ARC, beginning with the hard way, followed by the detailed way, and then, if you have the patience to stay with me, the easy way (i.e. lazy).

First off, let's define an ARC file -- It is a collection of individual files, in alphabetical order, and in most cases, compressed in some way, and collect into one file with the extender ".ARC". Additionally, each file has a CRC attached to it (so we can confirm its integrity), noting what type of compression was used on it, its new and old sizes, and a date and time stamp. The advantages gained are approximately 55% size reduction for text files, 30% reduction for most programs, and as much as 55% reduction for pictures (better than TINY, usually).

Now, on to that most common problem -- our user, Suede Onym, who has been downloading files for years for his 8-bit machine, has finally made the obvious choice and stepped up to an Atari ST. After wandering around the Data Libraries for a bit, he spots several programs he wants. He chooses, for example, MONOP.ARC, GNUMAC.ARC (and LOOKSE.ARC? Nah!). Now down come the files, much larger than the old 8-bit ones, he will probably note. The download is finished, and he dutifully double clicks on MONOP.ARC, and is faced with the choice [List] [Print] [Cancel] (A particularly irritating, one, since it's not in the manual). After filling the screen with trash, and watching his printer do things he never thought it capable of, he will normally rename the file (i.e., NONOP.ARC to MONOP.PRG).

With a happy smile on his face and the confidence that he has finally wrestled this beast to the ground, he double-clicks on MONOP.PRG, only to get the dreaded "TOS ERROR NO. 35"! For those of you not in the know "TOS ERROR NO. 35 is the ST equivalent of "Huh?" or "I have no bloody idea what to do with this". Suede is, by now, quite miffed. He has downloaded a "large" file that he can't do anything with. Fortunately he does the obvious (at least I hope this is what most of them do!), he calls back, and leaves us a message "I downloaded MONOP.ARC and..."

What Suede is missing, of course, are probably the first two files anyone on CompuServe, a BBS, or any other service should download. The files are ARC.TTP and ARC.DOC (both in DL3 of Atari16 by the way). At this point, a thorough reading of ARC.DOC is in order, though rarely done. So let's skip all the details for now, and let Suede get on to playing MONOPOLY.

First off, you will note that this is one of those dreaded ".TTP" programs. All we really need to do at this point is "extract" all the files from MONOP.ARC. Here are some examples of how to do just that -- On the OPEN APPLICATION line type:

xh MONOP.ARC *.*

Roughly translated, the "x" means extract all files. The "h" means hold off going directly back to the Desktop when we finish, so you can see any errors (also if used by itself, it will give you a quick HELP screen). The MONOP.ARC tells where to get the files. The .ARC extender is optional here, but I suggest you use it anyway. Finally, the "*.*" tells where to put the extracted files. This is also an optional default, but one I again suggest you use. Hopefully, Suede has plenty of disk space on the disk that MONOP.ARC is on, since that is where all the extracted files have been told to go, but just to make his life even more difficult, we will assume that he doesn't. No problem... TTP to the rescue. Suede can now type the following:

xh A:\MONOP.ARC B:*.*

Now all the extracted files will come from the A: drive and go to the B: drive. We've been nasty enough to poor Suede so far, so we'll let him have a dual drive system and save him all those disk swaps! It is also possible to extract to and from a Ram-Disk as well, and save lots of time, if you have the space for it!

Ok, we have now make Suede Onym an expert in ARC file extraction, and it's now time to see what this incredibly powerful program is really capable of! Back to CompuServe, to pick up the file ARC.ARC, in DL3 of Atari16. This gives you two additional ARC utilities (AROM.TTP - Archive Merge and ARCX.TTP - Archive Extract), and a new ARC.DOC file. This is the one with the real meat in it.

The general format of the ARC command line is:
{amufdxerplvtc} [bswnh] <archive> [filename]

Below is an alphabetical list of the various options available:

a : ADD FILES to archive, ignoring time and date information.

b : Retain a BACKUP of the archive you are working on, that is unaltered and has the extension .BAC, not .ARC.

c : CONVERT an entry to a new packing method. This is used if a newer compression scheme comes along and you suspect you could obtain a better compression percentage.

d : DELETE files from archive (forever), and recombine the files to remove unwanted data.

e : EXTRACT files from the archive.

f : FRESHEN files in archive, keeping the "newest" files, but not adding any that did not already exist.

g : When used as the last option supplied, it can be followed by a key (password) that will encrypt or decrypt the data in the archive (i.e. xhgBOOT MONOP.ARC *.*, where BOOT is the key).

h : HOLD SCREEN before returning to Desktop, and if supplied alone, produces a short "HELP" list of valid commands.

l : LIST the names of the files is an archive.

m : MOVE FILES to archive, ignoring time and date information, and delete the file from its previous location.

n : Suppress NOTES and comments generated (also not

usually a good idea).

p : PRINT a file from archive, i.e. copy a file from archive to standard output.

r : RUN a file (with arguments), from the archive (TTP, TOS, or PRG and if named the same, the .RSC file is used as well).

s : SUPPRESS COMPRESSION. This keeps the file in exactly the same form it was supplied in.

t : TEST archive file integrity to make sure it contains no bad files.

u : UPDATE files in archive, keeping the "newest" file and adding any file that does not already exist.

v : VERBOSE LISTING of the files in an archive that includes name, compression method, CRC, new and old sizes, the percentage saved and the date and time stamp.

w : Suppress WARNING MESSAGES (not usually a good idea).

x : EXTRACT files from the archive.

Now that I have buried you under all that information, let me show you a few examples of how to use it (or abuse, as the case may be), and we will move on to making ARC simple again.

Ex. 1: ah a:\swill.arc c:\mydocs*.*

This will create a file on drive A: called "swill.arc", and fill it with all the files in the folder "mydocs" from drive C: (usually the hard disk or Ram-Disk).

Ex. 2: mhgARCH b:\source.arc a:\cprogs*.c

This will create a file on drive B: called "source.arc", that contains all the files with the extension .c, in the "cprogs" folder on the A: drive, and encrypted using the key "ARGH". By the way, if you encrypt your files, you had better remember the key!

So much for the silly examples, on to more important things, like how to make this stuff simple, so I don't need to read the documentation every time I need a file! Once again, it's back to CompuServe for another .ARC file, and this one is called ARCSHE.ARC. This archive, once you extract the files, gives you ARCSHELL.PRG and ARCSHELL.RSC. These were written in MODULA2 by Jerry K. LaPeer, and provide you with a very clean GEM interface to all those options. It also provides file selector boxes to help you select what to archive or extract, and where to get or put the files. Once I ran across this little gem, I typed my last TTP OPEN APPLICATION command line for ARC.TTP (note, you still need ARC.TTP since Jerry's program is simply a shell).

Files are stored in alphabetical order. The header has the following format:

Filename: 13 bytes null (0) terminated (char)
Size: 4 bytes (long int)
Date: 2 bytes (int) (IBM/Intel format)
Time: 2 bytes (int) (IBM/Intel format)
CRC: 2 bytes (int)
Length: 4 bytes (long int)

The ARC file is fully compatible with ARC files used by IBM and Amiga (and in some cases CP/M). That, of course means data compatible, not program compatible. An example would be for me to download a bunch of IBM files, archive them on my ST, and then send them to a friend with an IBM. He will be able to extract and run the files, as if they came directly from an IBM system ARC program.

Compression methods used by ARC.TTP:

1: No conversion, listed in verbose as "--", no longer used.

2: No conversion, listed in verbose as "--", superseded 1 in that the original file length is retained.

3: Repeated character compression, listed in verbose as "Packed". In very simplified terms, "AAAAA" is treated as"A5" although the "5" is stored as a binary number, not an ASCII 5.

4: Huffman Encoding, listed in verbose as "Squeezed". The method all those SQUEEZE programs used. Converts characters into smaller bit strings depending on frequency count of appearance in file.

5, 6, and 7: Lempel-Zev Compression, listed as "crunched" in a verbose listing.

8: Dynamic Lempel-Zev Compression, listed as "Crunched" in a verbose listing. Any other types (perhaps the next generation), would be listed as "Unknown!: in a verbose listing.

Now that you are again burdened with more information than you care to know about, it's time to give credit where credit is due. ARC, was developed originally for the CP/M and MS-DOS industry, based on the work of Huffman, Kunth, Knott, Welch and several other scientists. The Atari ST version is based on the IBM version, originally done by Thom Henderson. The Atari ST version was created by Harvy Johnson (see the doc file in ARC.ARC for Harvy's address and such). The majority of the technical information contained in this article came directly from Harvy's documentation in the file ARC.ARC. When I mention credit where credit is due, if you download just one file that has been processed with ARC.TTP them Mr. Henderson has saved you 30 to 50 percent of what it would otherwise have cost you do download the same file(s), not processed by ARC.TTP!

TWO BY TWO OUT OF THE ARC

by John Barnes

courtesy of *Current Notes*, June 1987

There is a nifty little utility called ARC that is every bit the life-saver that Noah's original was. Those of you who are into telecommunications have been forced to learn about it because most downloadable packages of any consequence are found in ARC'ed form on BBS's. This saves the SYSOP a lot of effort and space and the customer a lot of time. Put briefly, ARCING is a way of compressing files and combining many files into a single file, called an archive. The result is a tidy package containing everything related to a particular

application.

Run-time images, documentation, resource files, source codes, and any related data files can all be kept and shipped together. Naturally, you must be able to separate all of these components when you go to use your download, and the ARC utility does this too. In a certain sense an ARChive is like a folder.

The ARC utility on the ST, however, does one thing that TOS does not. It preserves the creation date on the files that it puts into the archive. Better yet, it uses this date as the creation date when it extracts the files. Those people who have to move files between disks a lot will immediately appreciate the virtue of this. On the other hand, those who think that changing the date when you copy a file from one disk to another is a "Feature" should rethink the importance of keeping track of the history of files.

Because of this handy feature I have started to ARC all kinds of collections of files. Obsolete correspondence, spreadsheets, and software packages were the first to be gathered up. I have found that the time involved in creating an archive is not burdensome. It is easy to add a couple of files at a time. I am now starting to back up some of my more important software packages this way and I have freed up enough disks so that I may be able to avoid a trip to my disk supplier for quite a while.

In short, I urge everyone to try this handy utility for purposes other than the obvious ones. Meanwhile, I would still to hear (1) if anyone has a utility for changing a file date, and (2) is Atari going to fix this bug in TOS?

I notice that the 8-bit roundtable on GEnie contains a lot of ARCed stuff and I would appreciate it if someone in the 8-bit world would let me know if the utility is available for their machines because it would help a lot in maintaining our disk libraries.

WANTED!

Articles for the Acorn Kernel !

Please upload, via F-Mail, any articles, reviews, news, humerous stories, etc., to **The Apex BBS, 458-2638,** or **Only On Sunday, 334-8232.**

Typists - for transcribing already printed material to the computer. Contact **Candi Nelson** either through **Apex**, **Only on Sunday** , or through voice line, 334-5513.

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ROGER E. SAFFORD - FOR ST

MAIL ST REQUESTS TO:

ROGER E. SAFFORD
15 SAFFORD AVE.
PERRY, N.Y. 14530

Bit Hints Continued from Page 16

? PEEK (65527) XL only
10=1200 XL 1st. Rev.
11=1200 XL 2nd. Rev.
1=600/800 XL 1st. Rev.
2=600/800 XL 2nd. Rev.

WHICH BASIC REV. DO YOU HAVE?:
? PEEK (43234)
162= Rev. A (Almost all 400/800)
96= Rev. B (Early XL's. Many serious bugs. Get Rev. C.) 234= Rev. C (Latest and greatest.)

TO FORCE A COLD START!
Type A=USR(61733) for 400/800
A=USR(58487) for 1200 XL
A=USR(58484) for 1200 XL WARM START

TURN OFF ANTIC: To speed up processing (like when doing sorts), turn off ANTIC. (Screen goes black).
POKE 559,0 -> off...POKE 559,34 -> on
If your screen is set up with a picture (format) that you want back, then first PEEK (559), and save the value. When you want to restore it, just POKE that same value back into location 559.

DISABLE THE 'BREAK' KEY: You may want to protect your program from someone using the BREAK key to stop it
POKE 16,64 and POKE 53774,16 at the start and after each GRAPHIC command.

REBOOT WITH 'RESET' KEY: You may want to force a re-boot from disk if someone hits the reset key, perhaps in order to break into and list you Basic program.
POKE 580,1 in your program

DISABLE THE KEYBOARD: To disable the keys of the keyboard from your program.
POKE 16,255

MAKE YOUR BASIC PROGRAM UNLISTABLE: You may want to protect your Basic program so no one can "see" your code.
1) POKE 202,1....will erase your program after anything that causes the "READY" prompt. ie...END or RESET or BREAK.
2) Add the folowing line to your program. MAKE SURE YOU HAVE A BACKUP OF YOUR PROGRAM WITHOUT THIS LINE!!
32767 POKE PEEK (138)+256*PEEK (139)+2,0: SAVE "D:Filename": NEW
Type....GOTO 32767
The program can be executed, but not listed!

TURN OFF BEEPS WHEN LOADING PROGRAMS:
POKE 65,0 = off....POKE 65,3 = on

START THE 'ATTRACT' MODE: POKE 77,129

OUTPUT TO PRINTER INSTEAD OF SCREEN:
POKE 838,166: POKE 839,238
Back to the screen!!: POKE 838,163: POKE 139,246

USE PARKING LOT "J"
MEETING — Bldg. #8, Rm. #20

CAMPUS MAP

The Acorn Kernel
P.O. Box 23676
Rochester, N.Y. 14692

THIRD CLASS

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PINE BROOK, NJ 07058

BETWEEN BYTES

THE JOURNAL OF THE JERSEY ATARI COMPUTER SOCIETY.

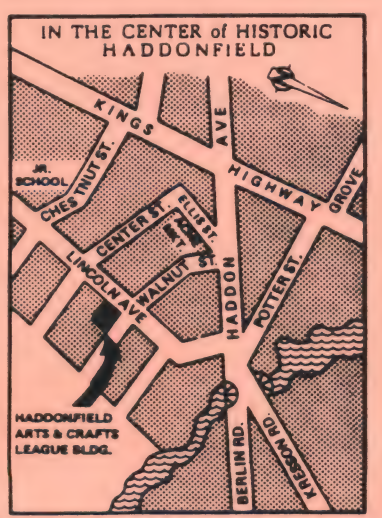
VOL. 5 NO. 8 AUG. 1987 $2.00

NEXT MEETING
WED, AUGUST 19,
7:30 PM

CONRAD LEVY
MODIFYS AN 800XL
WITH THE
NEWELL 256

FRANK SOLIS
CONDUCTS AN AMS
MUSIC FILE
CONCERT

Q&A FORUM AND
TECH CORNER



JACS MEETS THIRD WED. EACH MONTH

MEETING NOTES

By Chuck Babli

This is my first meeting as the new Vice President for 8 bits, and I am really nervous. Somehow, I'll try to get through the jitters and get the show on the road. It's really a tough job following Ken Adams who has done such a great job for the membership the past few years.

For the August meeting, Conrad Levy and Frank Solis have graciously agreed to make presentations. Conrad will be showing us how to install the Newell 256 on the 800XL. Conrad plans to use a videotape demonstration of the procedures. Frank Solis will demonstrate his prowess with AMS Music Files. This should make the evening enjoyable and informative.

In the coming months, I would like to learn what you, the membership, would like to see demonstrated at the meetings. After all, the meetings are for you. So bring your ideas!

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We reserve the right to edit any material for inclusion and make any corrections of articles.

BETWEEN BYTES
AUGUST 1987

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ARTICLES TO BE INCLUDED IN THE SEPTEMBER ISSUE OF BETWEEN BYTES MUST BE RECEIVED BY AUGUST 26. MATERIAL RECEIVED AFTER THAT DATE MAY BE UTILIZED IN A SUBSEQUENT ISSUE.

A NOTE FROM THE PRESIDENT

The elections are over and new slate of officers is taking over. As the new President I would like to extend my thanks to departing officers, say well done and I hope that I will be able to do as good a job as they and their predecessors have done.

So that the membership gets to know me a little better let me tell you a little about your new President. To start with I do not know everything, although from the meetings you may have gathered that impression. I always manage to say something. By profession I am a structural engineer but I do fair amount of programing both in basic (compiled) on PC's and in fortran on our mainframe system (Big Blue). Computers and electronics including ham radio are my hobby pursuits and combined with great apetite for reading I have managed to establish a large base of know how, which I hope to bring to club meetings and be of some help to the membership.

I hope to keep JACS as good as it has been in the past and if possible a little better both for 8-bit and ST users but to do that I do need everybodys help. Officers of any organization can only do a good job if the membership helps. We are not superhumans. So if you have a favorite program, game, piece of equipment or a trick that you found useful share it with everybody. Maybe you solved somebodys problem before they know that they have a problem, share it. I know that program chairperson and all members will appreciate it.

As this is my first column for Between Bytes and time for submitting it to our hard working and appreciated Editor is short I will make now finish. Think what you can do for the Club and do not be bashful. See you all at next meeting.

Your President,

W.J.J (Ian) Sklodowski

PS. Do not ask what the initials stand for. That would fill a whole page of Between Bytes.

Attention JACS Members

We've received a letter from an Atari user in Poland who has a 130XE and 1050. He said that it's very hard to get magazines, cartridges, blank disks, software, or anything like that. If you have any of these items that you aren't using, please bring them to the AUGUST JACS meeting, and we'll send them all along to him in a "JACS Care Package." HELP A FELLOW ATARI USER BEHIND THE IRON CURTAIN! We want to get the package off as soon as possible, so we will only collect at the August meeting. For more information, ask Bob Whipple. He's also the person to give the donations to.

July Meeting Minutes
by Debbie Collarin

The meeting was called to order at 7:50 PM by Forrest Blood. News from Atari was told to the group by ST Coordinator, Bob Whipple. Atari will be offering another 520ST to the public. The NEW ST, the "520STfm" will have a built-in single-sided disk drive, an RF modulator, and 512k, as the older model. The 520STfm will have the same case as the 1040ST and the same mother board, minus a additional row of memory. It will also include built-in power supplies. The reason - one less box for dealers to handle and public outcry.

Irv Feinberg related some news about other companies such as: Broderbund's rebate offer. The "ATARI EXPLORER" is looking for a new technical writer if anyone is interested. Also information about CompuTalk can be found on JACS BBS, in the newsletter or from the President. One other piece of news was the fact that OSS has lost distributorship for MAC65 and is closing out their inventory for furthur information contact them. Also a reminder about the super offer from Diverse Data Products for those interested.

The election of officers was held with a unanimous vote the officers are:

President-Ian Sklodowski
Vice-President-Chuck Babli
Secretary-Debbie Collarin
Treasurer, Forrest Blood

It was mentioned that without a separate ST Vice President it might be difficult to hold the separate ST meetings. The new reference librarian is Joe Verble. Bob Whipple handed out some information on the all new BLITBERG BBS (aka IRS BBS) run by Brian Colflesh. Brian, with the help fr[illegible] his new laser printer produced th[illegible] impressive looking booklet.

The first presentaion by Ken Adams was a disk tutorial. Part of this was on a previous DOM, other information Ken had gotten from various other sources. He showed how to trace what was on a disk, and fix some problems that can happen with disk. The only drawback seemed to be was that you must know the hexadecimal location for some of the commands.

Bob Whipple gave us a surprise demonstration of the ST-XFORMER. This is an 8-bit emulator for the ST and it works!!! Bob demoed some 8-bit basic programs and explained the problems 20 year old, Darek Mihocka, the programmer from Canada,is having with ATARI in releasing this program to the PUBLIC DOMAIN. Parts of the 8-bit Translator disk and the basic cartridge were used to create this program.(ed. note Atari (Neil Harris) has since given Darek the OK to release it, providing the source code is supplied. See the ST Bit & Pieces in the ST POTPOURRI for more info) We had a break from 8:45-9:15.

At the end of the break Ken Adams asked for volunteers to give demos, etc. He also passed around a list for these volunteers to sign. He also gave a good talk on how to keep our club going.

Bob Paradis was next. He demonstrated a lot of ST games, most which will be out for release in September. Just in time to get on your Holiday gift list.

After that Ken Adams gave another demonstration, this time on "Bruce Lee"

Jim Woolf once again won the 50/50 drawing of $12. The door prize, Beyond Castle Wolfstein for the 8-bit was won by Ed Natale. The meeting adjourned around 10Pm.

ADDITIONAL ST NOTES

ATARI RELEASES NEW ST COMPUTER?!
By Bob Whipple

During the month of May/June, Atari released a new ST computer without any announcement or fanfair. The new computer, the 520STfm. I know, the 520ST is already available, but this model uses the shell of the 1040ST, the mother board of the 1040ST, the built in power supplies of the 1040ST, and that's where it ends.

The NEW 520STfm has a built-in single-sided DD disk drive (like the SF354), and the mother board only has 512K, the remaining sockets have been soldered over. (Ed. note - Upgrading this machine to 1 meg or more may be next to impossible because of this.)

Atari has no plans to discontinue the OLD 520ST. Yet!!!??? Think of it this way, you now have a choice, wires & power supplies or NO wires or power supplies. The RF mod has been retained on the new model, just in case you were wondering!!

The reason behind this new configuration is a request from distributors, they seem to hate to handle the 3 boxes, one for the computer, one for the drive and one for the monitor. Maybe they can't count that high??

The 520STfm ("f" meaning floppy and "m" meaning modulation (TV hook up)) has the same price as the old computer, drive ensemble, about $399.

This set up means ATARI needs only one mold to produce 2 computers, clever!!

What will ATARI think of next??. Built-in laser printers I hope!!...

MEMBERSHIP NOTES
by Jon Rodman

We thank the following people for their membership renewals, received during the past month:

The Babli Family	Ed Natale
Forrest Blood	The Nocella Family
Jim Cummings	George Poletti
Donald Divine	Fred Pomeroy
Michael Domenus	Jon Rodman
Garry Goodwin	Robert Shannon
George Keller	Richard Silver
John Kellock	The Stainao Family
Conrad Levy	Mark Wetzel
Alex Mielechowsky	Bob Whipple

We also welcome back the Diamond(soft) family, after a too-lengthy absence, as well as new members Bob Ely and Jerry Hill.

* IMPORTANT REMINDER -- If you didn't renew your membership during June or July, this is the last issue of BETWEEN BYTES that you'll receive until we get your $22 dues for next year. If you can't make it to the August meeting, you can send a check, payable to JACS, to me at 42 Trout Way, Medford Lakes, NJ 08055.

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NEWSLETTER REVIEW

by Joe Verble

The title is the same but the by-line has changed. I will do my best to uphold the traditions established by my predecessors, Jim Woolf, Bill Berry, and Daniel Boris. After a drought in June, there has been a flood in July.Twenty-one newsletters were received and "away we go.

A.C.E. AUSTRALIA (April 1987)

From "down under" comes a very good article on Turbo Basic. There are two type-in's, one for a game "Defector" and the other, a utility called "Disk List".

ABE'S ACES (April 1987)

This newsletter from the Allentown, PA group is all about their Atari Expo held in March. Reviews include a game, Computer Quarterback and a LDW Basic Complier for the ST. The XL/XE Function Keys were discussed along with a type-in Demo.

J.A.C.G. (April 1987)

Included in this newsletter are a review of Graphics Artist and a program written in KYAN Pascal called "WORDFINE" it generate arrays of letters with words enbedded in them.

KEEPING PACE (May & June 1987)

The Pittsburg group sent us two newsletters.The May issue has articles on 8-Bit and Macintosh Emulators for the ST referred to by Bob Whipple in the July meeting. There are also reviews of Turbo Basic and a game, "Karate Kid II". The June issue has an article "What's a Link?" that gives information on switching between two computers.

PACE NET ST (March & MAY 1987)

The May issue focues on the Allentown Atari Expo and the Dallas Atarifest. A bowling game, "10th FRAME" is reviewed in the March issue.

M.A.C.C. DATA LINK (Feb, May & June 1987)

Three newsletters were received from the Modesto CA. club. An article in Feb. was on the 850 Interface Module Error Set. Titles of articles in May include "Atariwriter Alert", "XM301 Bomb", "DOS on Cartridge", and a type-in, "XM301 DIALER". "How to Enlarge Your SM124 Monochrome Monitor Screen Size" is an article in the June issue. The monitor is used by a ST.

CompUtah (June 1987)

From the Great Salt Lake comes an article titled "Bug in DOS 2" and a type-in program "Basic Building Blocks. There is also a review on General Electric's GENIE service.

M.A.C.E. JOURNAL (June 1987)

This Michigan newsletter reviews "Writer's Tool" by O.S.S., a word processor for the Atari 800 & 800XL. For the ST fans, there is a review of "Flying the ST".

CHARLOTTE ATARI USER'S GROUP (March 1987)

"Daisy Dot", an article adding Near Letter Quality (NLQ) to

your Epson/Star compatible printers plus plans for installing a Battery Back-up System for your computer. There was also a report on the Micronics NX-10 Printer.

G.R.A.S.P. Gazette (June 1987)

This Richmond newsletter has a review of a game , "Cardiac Arrest" and how to install front selector switches on your 1050 Disk Drive.

CURRENT NOTES (March 1987)

This slick magazine has a lead article, "Stranger in Paradise or A Tour to the Heart of Atari" that tells what is happening at Atari. Four short utilities "that someone may use" are given as type-ins along with a program, "Searching Your Atari's Memory".For the ST, HABAWRITER II, dbMAN, and a number of games are reviewed.

POKEY PRESS (March 1987)

From the Palm Beach club come some articles for ST owners, such as "Microflippy Disk -314 Drive Modification","Getting Your 8-Bit Atari to Talk to Your ST", and "What is This GDOS?".

HUNTSVILLE ATARI USERS GROUP (June 1987)

This Alabama group also had an article on "Daisy-Dot" (See Charlotte A. U. G. newsletter review). For them this was a Disk of the Month.

Other newsletters received include, HAWKATARI (Jan 1987), from Cedar Rapids, Iowa; A-BUG-BYTE (Jan 1987), from Ohio; ACE (March 1987), from Eugene, Oregon; and TRACE, from Tulsa, OK.

All of these newsletters will be ready for loan at the August meeting. Come and get them!

We Do The Job Right

WHITHER THE 8-BIT ATARI?
by Michael V. Sharp

Over the past year we have worried and watched and heard many cries of anguish as third party software support has swung from 8-bit to 16-bit computers. Many have left their 8-bits for the ST. Others have switched brands. Some just sit and gripe.

Now that CES and COMDEX are history, the usual flurry of magazine articles has appeared to analyze both shows and predict the near future of the personal computer industry. Based on what we see, I think we can draw some conclusions about the future of the 8- bit Atari.

Let's start with some observations:

1. Change, particularly positive change has been a fact of life for a long time. The rate of change, particularly in areas of emerging technology, is increasing. The personal computer industry is in one of those areas of emerging technology. Nowhere is this high rate of change more apparent than at trade shows like CES and COMDEX, where vendors tout their latest accomplishments.

Software Fair

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HARDWARE

Atari 1040ST	$995.00*
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*Cash Price, Charge add 3%

2. 16-bit computers really are more capable than 8-bit computers. That's why they were developed, and that's why development continues on 32-bit computers, which will be more powerful than 16-bit machines. Six to nine months ago, as the new 16-bit machines were just coming to market, applications software was scant -- just enough to get 16-bit users into basic computer applications. Now each new trade show features some attention-grabbing display which shows off extended 16-bit power.

3. Hardware and software development emphasis has swung to the 16-bit machines, not only Atari, but other brands as well. Moreover, what third party, 8-bit software development there is, avoids supporting Atari -- probably because Atari software piracy has seriously eroded that corner of the market. Perusal of new 8-bit software offerings reveals Atari's conspicuous absence among supported systems.

4. The 8-bit Atari user still has an abundance of commercial and public domain software applications from which to choose. Third party hardware and software development continues, but on a different basis of availability than before -- abundant software support is still available via mail order, and on BBS's. There is now a stable of standard applications software for the Atari 8-bits. Some hardware development from Atari and companies like ICD continues to expand the machine's capability. In June we saw Atari bring its 80-column board to market, announce a new true double density 5.25" disk drive to replace the 1050, and abandon plans for a 3.5" drive.

5. Atari Corporation is pushing its 8-bit systems more as game machines than computers, because they see a resurgence of the game machine market. But we know that at its heart, the 8-bit "game machine" is still an 8-bit computer, don't we? And what should we see, but that Atari is converting many old games to cartridges to make sure that the new "game machine" buyers will have enough to keep them busy. Well my goodness! It looks as though all those game cartridges will work on our "computers" too.

Based on these observations of computer reality (admittedly my own), we can draw some conclusions:

1. The 8-bit Atari is going to be around for some time to come. Although its installed base may not be as large as that of the Commodore-64, Apple IIx, or IBM PC, nevertheless it constitutes a substantial market segment that for the time being, Atari will continue to recognize.

2. If you need to get into Computer-Aided Design, or desktop publishing, then by all means, sell your 8-bit system and go buy an ST (or Amiga, or Macintosh, or IBM, or ...)

3. If the present stable of Atari software applications isn't enough for you, and you need to see a continual stream of new programs for your computer, then sell your Atari system, and go buy a Commodore-64, Apple IIx, or IBM-clone.

4. If you need to write letters/reports/books, keep track of your budget and household inventory, play an occasional game, and do some programming, then be happy with your 8-bit Atari. Kiss it and say you love it, and go forth and produce (or play, or program, or ...)! In other words, don't panic at the thought of having to live without support for your 8-bit computer system. You won't have to. Just realize that the scene is going to change a little. You'll probably be buying more from mail order firms and small development houses. You'll probably be running "game machine" cartridges on your "computer," even though you know that you don't have a true "game machine." You'll probably be spending more time on BBS's and national information services, like CompuServe and Genie. And you may even be attending your local user group a little more regularly. Now that's not so bad, is it?

19 June 1987

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I would appreciate receiving a copy of any publication reprinting this article. Please mail to:

Garry Jones

965 1/2 E. Second St.

Long Beach CA 90802

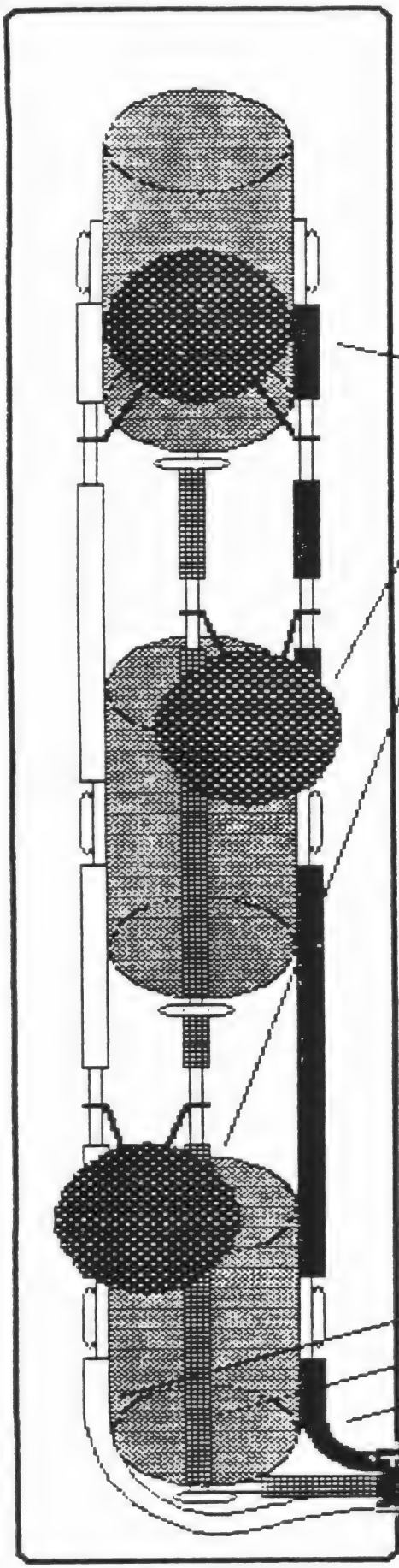
DO-IT-YOUSELF SURGE PROTECTION FOR YOUR COMPUTER

When setting up a computer system,one piece of equipment which might get overlooked is a surge protector. The purpose of a surge protector is to protect equipment from voltage spikes and surges caused by lightning strikes on power lines (c'mon,it never rains is Southern California, does it?), electrical equipment turning on and off (you didn't really plug your computer into the same circuit as your refrigerator, did you?), the crummy wiring in your apartment that your landlords won't fix because they're too cheap, and just plain lousy performance by your friendly local Edison Company.

A surge protector works by clamping the voltage and preventing it from rising beyond 130 volts when a sudden increase occurs. To do this, a surge protector uses a device called a metal oxide varistor,or MOV for short. Of course, you want to know if they wear out, and when they do,how to tell. MOVs do have a finite life, depending on the number and severity of surges they're exposed to. When they fail, they typically create a short which will pop a circuit breaker if one is included in the circuit, immediately shutting off the power and saving the equipment.

Buying a surge protector is something of a problem,since not all surge protectors are created equal. Good ones are fairly expensive (there's plenty of expensive junk out there, too); how do you tell the good from the bad, and what do you do for cash after you spent the last of it on some superwhizbang software for your new computer? Good news for you clever hacker types who can tell a hot soldering iron when you pick it up (by the wrong end): Make your own surge protector. It's easy, it's cheap, and best of all, it might even work. For the rest of you who haven't developed opposable thumbs yet, watch the ground for pennies, steal candy from babies and sell it to bigger babies, see a loan shark,and read PC (Can you say, "PC?" Sure. I knew you could. It does mean IBM, but your tongue didn't dry up and fall out of your mouth, did it?) Magazine's product tests and take their advice. Anyway, on to the project. You'll need a power strip (make sure you get the kind you can disassemble with a screwdriver instead of a hacksaw), three metal oxide varistors (General Electric part no. V130LA20A (which means 130 volts 20 amps) or Radio Shack catalog no. 276-568B), some rosin core solder (DO NOT USE ACID CORE SOLDER OR FLUX: it will corrode the solder joints in time, ruining them), some miscellaneous tools,like Xacto knives, alligator clips, wire cutters, etc., and a soldering iron. Three hands would be nice, but you can probably manage with two. Most of us do. Take the back off the power strip and look inside. It probably looks like the drawing

Continued on page 12..



METAL OXIDE VARISTORS
(MOVs)
V130LA20A
RADIO SHACK
CATALOG #276-568B

COMMON
GROUND
HOT

DO-IT-YOURSELF continued
From page 10..

included in this archive. If it doesn't, don't worry. If it has outlets, wires (three of them?), and a cord, it'll work. Notice the three wires inside: they're probably black, green, and white. White is the hot wire, green the ground, and black the common. Now, strip some insulation off the wires as shown in the illustration. Take one varistor and solder one of it's wire legs to the white wire, and the other leg to the green wire as shown. Fasten an alligator clip to the leg being soldered between the solder joint and the varistor to prevent heat damage to the varistor while soldering. Do the same thing with the second varistor, except it should be soldered to the green wire and the black wire. Solder the third varistor to the black wire and the white wire.

Clean the solder joints with a rag dipped in a little alcohol, and examine the joints. There should be a smooth shiny flow of solder between the wire leg of the varistor and the copper wire in the power strip. If the joint is dull, lumpy, or flawed in appearance, resolder it. When all the joints look good, reassemble the power strip. Sit back. Relax. You're done now. Wasn't that easy? Can you say, "Easy?" Sure. I knew you could.

-Garry Jones-
Compuserve: 72030,273

GENIE: GXRAY

The Print Shop Companion
by Charles Brown

In this article I will review a utility program for The Print Shop. It is called The Print Shop Companion. This program contains several useful utilities for the main Print Shop program. It also has some extra pictures, fonts, and borders for you to use with The Print Shop.

When you first use the Companion disk, you must let your Print Shop disk know that you will be using the features added by The Print Shop Companion. This is accomplished in the set-up routine. The instruction manual just tells you to follow the on-screen prompts to do this set-up. When finished, the new set-up data will be saved to your Print Shop disk and copied to your Companion disk. The Print Shop disk will now recognize the Companion disk. You should put a write protect tab on both your Print Shop and Companion disks.

Like The Print Shop, the Companion disk can be used with either the Joystick, the Koala Pad or the Atari Touch Tablet. The Print Shop Companion has several new features. You access them from the main menu, just as in The Print Shop.

The first selection is the Graphic Editor. I feel that this editor is much better than the one provided with The Print Shop program. It has many more features, such as: selection of 17 patterns that you can use to fill in different areas of your picture; different "mirror image" effects (as in Atari Artist); flipping of the graphic both horizontally and vertically; a negative feature, which creates an inverse of the graphic. This editor even automatically draws circles, boxes,

and ovals for you. I feel that this editor is very useful, and that you will find it to be very helpful.

The next selection from the menu is the Border Editor. You can use it to modify one or more of the 50 borders provided on this disk. You can even load in and modify the borders from the main Print Shop disk, or you can use it to create your very own borders. When this feature is loaded, you will have three different editing boxes. The first box is used to edit the four corners of the border. The second box is used to edit the top and bottom parts of the border, while the third box is used for the sides of the border. This editor uses many of the same features as the graphic editor. With the three editing boxes and all the editing tools, you can really be creative with your borders.

The next feature is a Font Editor. You can use it to modify any of The Print Shop's eight fonts. An additional twelve fonts are provided on the Companion disk as well. You can even create your own. I haven't really tried this one out, so can't comment on its usefulness. I am sure it has the same features as many of the other font editors you've seen.

The next feature chosen from the main menu is Tile Magic. This feature is very similar to the kaleidoscopes from the screen magic part of The Print Shop. You can browse through the different patterns that are provided. When you see one that you like, you simply hit a key to freeze it on the screen. Then, you can save the pattern to a data disk, or you can go to the graphic editor to modify it. You can use it to create a whole lot of different things for your creations.

The next feature chosen from the main menu is a Creature Maker. In this part you have a choice of different zany creatures to start with. You can change the three parts of a creatures body. They are the Head, the Middle and the Feet. You can exchange all of these parts at will. Once you have made your own creature, you can save it to disk as a graphic, or you can go to the graphic editor and modify it even more. (My kids love this part of the program! - Ed.)

The last selection from the main menu is the Calendar Maker. You can use this mode to create and print out your very own calendars. You can either make a weekly or monthly calendar. You can put graphics on it. You can use different fonts on it for unique effects. A very nice feature is that you can put your own messages in the daily spots on the calendar; you can put in things like birthdays, anniversaries, appointments or anything you want to remind yourself of. This way, it will be already printed when you do the whole calendar. This is nice for people like me who have poor hand writing (or people like me with poor memories! - Ed.). After you have made your calendar, you can print it or save it to disk. It is nice to save it, and then load it back in later to either print or revise it.

As you can see, The Print Shop Companion is a very powerful utility for the main Print Shop program. If you really want to create your own Print Shop icons, I feel that the graphic editor on the Companion disk is far superior to the one on the Print Shop disk. If you are serious about using the The Print Shop program, I'm certain that you will find the Companion disk very helpful.

DISK # 5 ????

Below is one of the many letters we receive stating just how good our "PRINT SHOP GRAPHICS DISKS" are. Just thought you'd like to read it.

Jersey Atari Computer Society
P.O. Box 718
Clementon, NJ 08021
ATTN: Forrest Blood, President

Dear Mr. Blood:

I currently own all four of your graphics disks which were purchased over the last two years at the Trenton Computer Show.

Firstly, let me tell you that they are exceptional. Secondly, I'd like to know if you would be interested in viewing several icons that my son and I have designed on Graphics Editor Plus that you might be able to use for your 5th disk.

Please let me know if you are interested in seeing these icons.

Thank you,

Lowell S. Goldberg

Brooklyn, New York 11230

Thanks to our Contributors!

Special thanks to the following folks who made this issue possible. Chuck Babli, Ian Sklodowski, Debbie Collarin, Bob Whipple, Jon Rodman, Joe Verble, Micheal V. Sharp, Charles Brown and Jack Campbell for providing us with Garry Jones' article.

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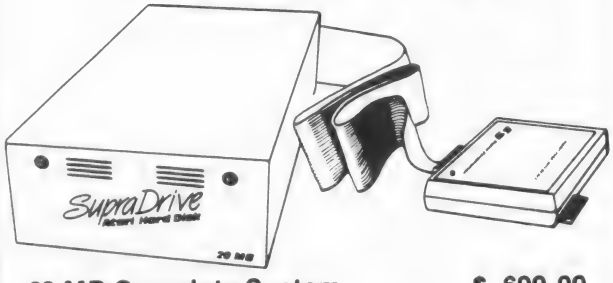

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THE JERSEY ATARI COMPUTER SOCIETY'S

ST™ POTPOURRI

Volume 2, Number 4 July/August '87

First Laser-Printed Edition

A word from the editor

This issue I begin my editorship. As I started this issue, I got a new laser printer. I hope you like the new look. If certain obstacles can be overcome, the rest of the newsletter may be printed like this.

JACS seems to be moving ahead. I would have to say that Forrest Blood, the president for the last year, has really set things in motion. It's a shame he wasn't able to maintain presidency when his work came to fruition.

"What is happening?" you ask. We may finally get rid of the old Haddonfield meeting hall. Not only is that place out in the middle of nowhere (very hard to find), it has numerous problems--see Bob Whipple's article for more information on that.

The other major advancement, as you can see, is a better-looking newsletter. As far as I know, JACS is one of the first to use a laser printer in their newsletter. If this goes through, it could be just what we need to gain more members, since the state of Atari's computers (8-bit interest slowly waning, and STs not quite firmly planted yet) has lowered our membership.

In case you're interested, this newsletter was printed with a Beltron XT clone, HP LaserJet Series II, and WordPerfect 4.2. When WordPerfect is released on the ST, you can be sure the Potpourri will return to the unpolluted Atari.

If you happen to find an article you wrote for the ST Potpourri buried in your couch, rotting in your car, or covering the turkey in your oven, please send it right along to me. Of course, if it's undamaged, I'll take it too.

Let me remind you once more that JACS, along with its newsletter, is supported entirely by *YOU*. Without your effort, we would be gone by now. Those of you that have been contributing all along, thanks.

About the cover

This month's cover is a screen dump of JACS' ray-trace demo. This was originally done by Forrest Blood, and was dumped on an Epson-compatible printer. Why didn't I use the laser? Because I don't have a printer driver. Laser printers use different codes than dot-matrix printers do, so I can't use the laser printer for graphics. If anyone can find it (I scoured GEnie), I would greatly appreciate a DEGAS screen dump driver for a LaserJet. Thanks.

If you would like to see the real ray-trace demo (it's animated, and those spheres move around), you can get it on Blitburg. Great job, Forrest.

This issue is an experiment. Future ST Potpourri's may not look exactly like this one. If you have any comments on it, let me know at the JACS meeting, on Blitburg (346-0611 data), or you could always mail me a letter:

Brian Colflesh
17 Spring Hill Drive
Laurel Springs, NJ 08021

Form letter

You all know the type. "Articles received but not printed may be printed in a future newsletter." "All rights reserved." And, don't forget, " 'We' reserve the right to edit and correct articles." Don't like it? Tell someone, but in the meantime, write an article anyway!

Inside this issue

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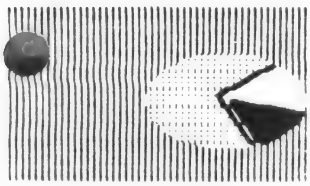
ST POTPOURRI POTPOURRI
by Bob Whipple and Brian Colflesh 4

Write an article!

The deadline for the next ST Potpourri is

September 21



ST BITS & PIECES
Irv Feinberg

What? An 8-bit emulator?

Atari said it was "almost impossible." Darek Mihocka of London, Ontario set out to prove them wrong. It is primitive, it won't support graphics, you can get a beautiful *READY* prompt and simple 8-bit BASIC programs can be typed in and run. This emulator is available on many boards.

Why not a full fledged program with marketing punch behind it? Blame it on Atari. In their infinite wisdom (remember Atari of old) the thought of an 8-bit emulator really bent them out of shape. They considered the program piracy. Their reasoning was that a portion of the Translator disk was used. The Translator disk was not released as public domain.

The ST Transformer, which is the current program name, appears to execute 6502 code at about 20% of the speed, It supports graphics modes 0, 1, 2, 3, 6, 6+, 7, 7+ and 8--most display lists, color registers, most read and write DOS operations, 1 joystick port and printer output.

It does not support GTIA modes, player missile graphics or sound registers. When the entire operating system is coded to 68000 code the result will be a significant increase in speed.

According to Atari, it is illegal for Darek to distribute the emulator because he included the Translator disk's image of the Revision B ROM's. Atari has introduced the CP/M emulator, so *why don't they want former 8-bit owners to be able to use their 8-bit software?* I believe that Atari has an obligation to those owners who supported Atari through thick and thin. If they are the only people who can make a legal emulator then they should do it. You know it can be done! The code of their CP/M emulator is quite similar to the code of the 8-bit Transformer. For updated information try Megabaud at (416) 243-9519 or CompuServe (UID 73657, 2714). As of this writing, rumor has it that Antic will be publishing the Transformer.

New Software

Progressive Peripherals and Software Inc. of Denver has written SuperBase Personal. The software uses GEM to provide standard database functions. It will also offer the ability to handle graphics and visual data formats. It will retail for $149.95

This fall Atari will begin to sell UNIX-based software including an operating system and applications packages. A port of Idris, a UNIX based operating system developed by Whitesmiths Ltd. is already completed for the 520ST and 1040ST. Atari should be selling Idris in September or October. Atari is also developing a 68020 based PC called the Mega ES which has a memory management unit and will support UNIX V.

ST MEETING MINUTES
By Bob Whipple

The meeting was called to order at 7:00 pm on July 21st 1987.

Our first demo of the night was K-Switch, by Jim Cummings. As you remember Jim was scheduled for the June ST meeting, but was called out of town at the last minute. Jim explained that K-Switch uses 2 400K "computers," while simultaneously adding a shared ram disk, on 1 megabyte machines.

He then proceeded to load up ST Writer in one block and Thunder! in the other. By pressing both shift keys and the alternate key at the same time he was able to "flip" from ST Writer to Thunder! without quitting the current program.

Jim mentioned that sometimes his daughter loads up 2 games and flips from one to the other.

K-Switch was only available as an import from England, but now can be had from ANTIC.

Thanks, Jim, for a very informative demo.

Continued

ST MEETING MINUTES continued

Next, I gave everyone a quick peek at the ST Transformer--the 8-bit emulator for the ST. I also answered some questions on it. See reviews and the JACS Meeting Minutes in this issue for more info concerning this miracle.

We had a short break and continued with more emulation, this time in the form of an IBM emulator for the ST, pc-DITTO.

Brian Colflesh, our new ST Potpourri editor demonstrated this remarkable product for the ST. He gave a brief demo of Lotus 1-2-3, dBASE III Plus, and WordPerfect. Brian ported over these IBM programs using his Dad's PC, but some IBM software is available in 3.5" format and some software is packaged with both 3.5" and 5.25" disks. He also mentioned a list of about 250 titles (the list is included with the pc-DITTO program) that run without a hitch. Bob Paradis then popped in a PD chess game he recently picked up at a computer show and it also ran. Great demo Brian!! Thanks, Bob.

Since the night was filled with ST magic, it goes without saying that the next presentation even got my complete attention. Remember Jeff Diamond, the kid who wrote that Atari BASIC "JACSPOT" program we used to use at meetings to pull the 50/50 number? Remember those graphics?? Well, that kid is now a young man about to start his first year in college. Jeff still writes in Basic, this time it is ST BASIC.

Jeff wrote a program which he calls "3-D Frame Drawing CAD." This program allows you to create, move, rotate, animation, and allows input sequence strings from the user, all in ST BASIC.

Everyone knows how slow ST BASIC is, but Jeff seemed to overcome this completely. He show us a space craft he had designed and proceeded to rotate it, in 3-D, all over the screen. Jeff has agreed to donate this super program to the JACS ST LIBRARY. Super, SUPER demo, Jeff. Thanks a million.
(During the break Danny Boris introduced Jeff to GFA BASIC for the ST. Needless to say, Jeff was amazed. I hope Jeff gets around to buying GFA BASIC real soon, then I'm sure his ST's keyboard will be smokin', and we'll be seeing many more GREAT things written in Basic for the ST.)

The meeting adjourned at 9 pm.

I want to thank ALL of the members that have attended the last 2 "ST only" meetings, for without your help it wouldn't have been possible.

To All JACS Members

The ST meetings have taken place for the last 2 months at the Camden County Library (CCL) without any hassles. I wish I could say that about the last few JACS meetings at the Haddonfield Arts & Crafts League (HACL) building.

The HACL has given us a hassle since I was president back in '85. The place is almost never air-conditioned/heated, only when HACL has a art class or another function right before us do we find the hall cooled/heated. The building seems to be in constant repair. Leaking roof, busted floor tiles, etc. Limited parking is also a problem. We have been after some sort of contract from them for months now, for our own protection, but this still hasn't happened. They've raised our rent--they quoted us $50 on the phone then charged us $55. The bottom line is they want us out. Reason: We are not art, we are computers.

I have worked very close with the folks at CCL to pull off these ST meetings. They are all very helpful to accommodate our special needs, especially, Helen Elliot with whom I have spoken to several times about the selling of our PD disks at the meetings. An agreement has been reached and we will be able to sell our disks using our own JACS coinage. (U.S. currency can *not* be exchanged on county property by groups renting rooms.)

On day of the last ST meeting the temperature was 95 degrees. In our room it was 73. We didn't have to set up or take down chairs or move around objects of art. We all had a place close by to park. Our meetings have all been *very* enjoyable. All of this for just $5 a meeting.

So what I'm saying is, *we gotta move!* Voice your opinion at the next JACS meeting at HACL, and we may be able to have our September meeting at CCL in comfort.

Bob Whipple
ST Coordinator

ST POTPOURRI POTPOURRI
by Bob Whipple and Brian Colflesh

Microprose in trouble

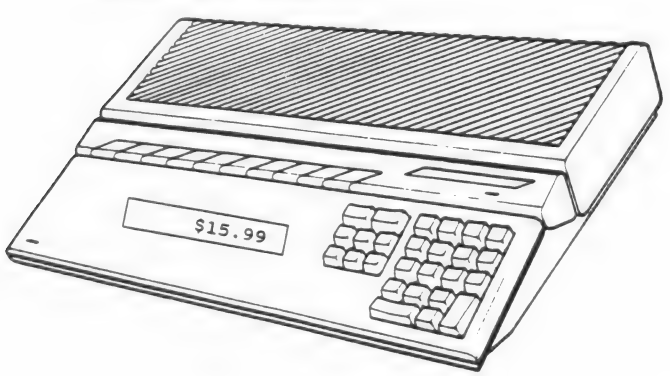
Microprose has two problems. First, West Germany has banned their three top programs. The law used by the government is intended to protect children from violence and pornography (in this case, violence); the final decision apparently will hinge on whether the law is interpreted as pertaining only to "passive media" and these programs are interactive. Otherwise, Microprose will suffer a big loss in the international sales dept.

The second problem is that MicroPro has forced them to change their name, since the alternative is a nice, long, expensive court battle. They still face serious marketing difficulties.

Shades of Commodore

The new ATARI was the old Commodore folks!! Commodore started as a maker of calculators. Late this summer expect to see a full line ATARI brand calculators in your favorite department stores. Will wonders ever cease??

(Secret spy photo follows...)



Hartech Ltd. will manufacture the calculators. There will be four models: a solar LCD credit-card size, a printing calculator, a desktop model, and another one that stores 4,000 characters of information for phone numbers, addresses, or other stuff like that. (Please note that the price in the "calculator" 's window doesn't mean anything...)

New ST Releases

MasterPlan
Is a GEM based financial spreadsheet that allows importing files from VIP & LOTUS 1-2-3. Spreadsheet size is 8192 x 256. Graphs can be created and the files are DEGAS & Publishing Partner compatible. ISD Mrktng $149.95

ST Wars
3D graphics and digitized sound space battle. 10 deadly sequences. Miles Computing $39.95

GFA Vector
3-D graphic editor allows creation, viewing insertion into GFA basic programs. GFA BASIC req. MichTron Inc. $49.95

MaxPak
Utility package including high-speed print spooler, RAMdisk, printer enhancer, screen saver, key macros, digital clock, and a file lister and expression calculator. SoftWerx Publishing $49.95

ATARI MAGIC SHOW (a computer show)

Sponsored by MichTron
Aug 28-29-30 1987
Southfield Hilton
Southfield Michigan.
Speakers include Sig Hartmann, David Small, Gordon Monnier, Timothy Purves. Vendors galore!!
Expected at the show are the Mega-ST, SX1200 modem, Atari's Laser printer and the APC (Atari PC). If you plan to be in the Michigan area on those dates and want to attend call Jerry Cross at (313) 736-4544 for more info.

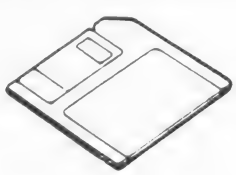
Other Atari news

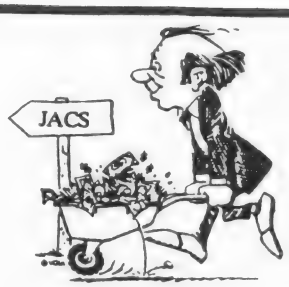
Neil Harris, Atari's marketing communications director, said that the ST version of WordPerfect (which should be released very soon now) runs five times as fast as the IBM version.

It seems that Atari's priority at the CES was to put the 65XE's game model against Nintendo's and Sega's super game systems, and that's why the Megas and laser printer weren't there.

Continued

Atari Games has signed an exclusive agreement to sell personal computer versions of Atari's arcade games. First come Paperboy and Gauntlet ($34.95 each), due next month. Coming up later are Rolling Thunder, 720, Road Runner, Road Blasters, and Gauntlet II. They'll be released for "most home computer formats."





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DBMAN 5
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SILENTSERVICE 3
TEXTPRO 10

The first letter of the word in the puzzle is highlighted and in the column number at right of the word in the list.

This month I start off a new feature: *Most Valuable Member*. This is one of the ways JACS can thank members for doing something special or doing their job well.

MOST VALUABLE MEMBER

Curt Fickenscher

Curt has been running JACS' BBS for a while now, and running it well. Those of you that have been keeping up with the BBS know that back when it was running AMIS and FoReM it tended to crash a lot. No more of that. Now the system has a 192K RAMdisk and three double-density drives for BBS Express! to use. No more does it crash from software error, user mess-up, or anything like that. He's also fixed the group's 1040ST several times when it was "feeling under the weather." Great job, Curt. Thanks very much.

THERE WILL NOT BE AN "ST-ONLY" MEETING THIS MONTH!

If you enjoyed the last two meetings, and would like to see more, let the officers know at the August meeting!

Just don't sit there,

speak up!

Members Note: Please patronize our advertisers & mention JACS while you are there.

JACS

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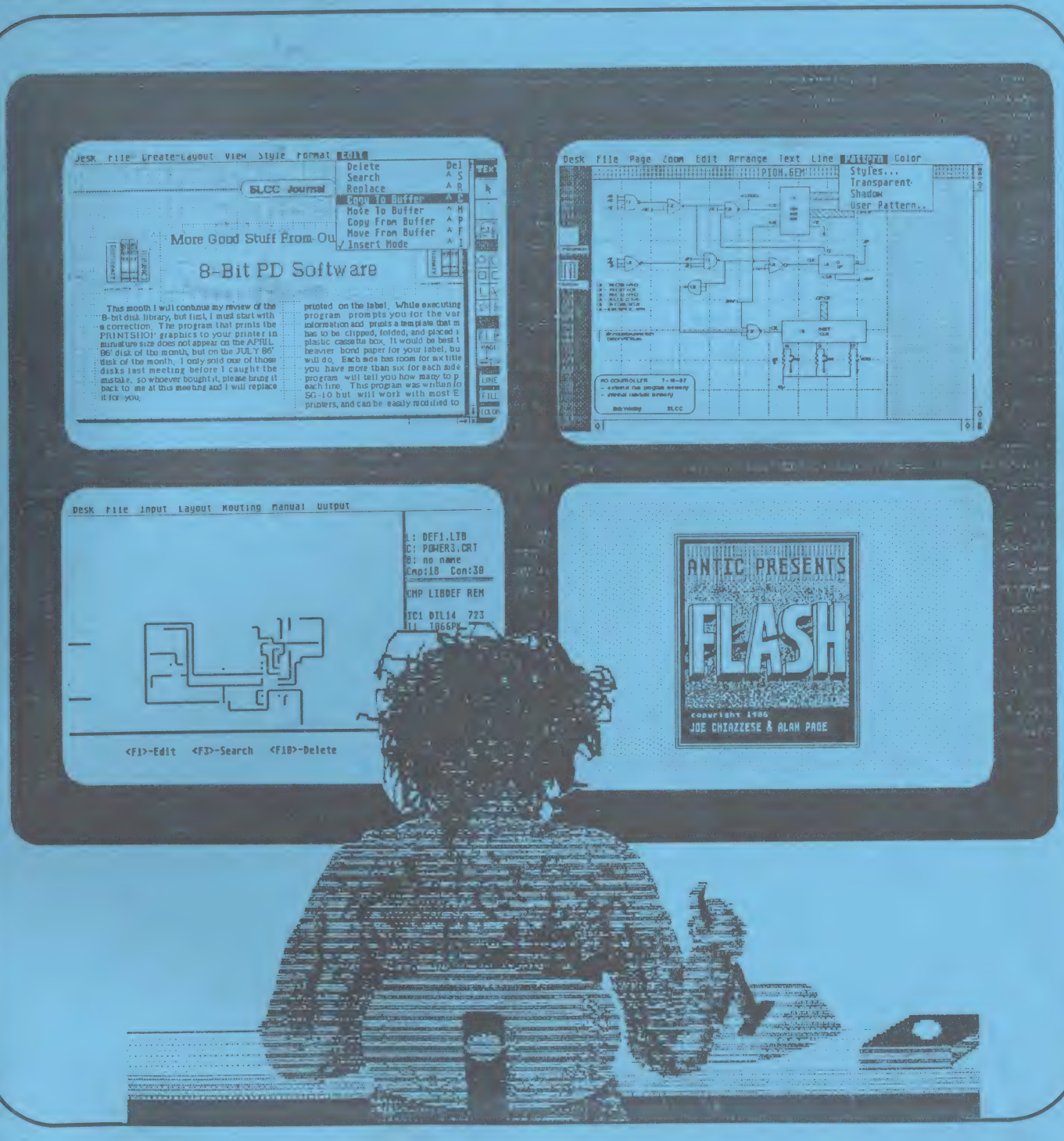
SAN LEANDRO COMPUTER CLUB

August 1987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has to be clipped, folded, and placed i
plastic cassette box. It would be best t
heavier bond paper for your label, bu
will do. Each side has room for six title
you have more than six for each side
program will tell you how many to p
each line. This program was written fo
SG-10 but will work with most E
printers, and can be easily modified to
Desk File Page Zoom Edit Arrange Text Line Attrib Color
PIOH.GEM
Styles...
Transparent
Shadow
User Pattern..
Desk File Input Layout Routing Manual Output
L: DEF1.LIB
C: POWER3.CRT
D: no name
Cap:18 Con:38
CMP LIBDEF REM
IC1 DIL14 723
<F1>-Edit <F2>-Search <F10>-Delete
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1. P:R:Connection

Now you're no longer limited to 'Atari Only' printers and MODEMS . . . the P:R:Connection is a flexible alternative to the Atari 850 interface. Suddenly hundreds of printers and MODEMS become compatible with your Atari, you can even share the same printer and MODEM with your ST or IBM PC.

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2. Printer Connection

It may look just like an ordinary cable . . . but don't let it's simplistic styling fool you! This little dynamo's electronics are built right into the cable end and it possesses the power of compatibility . . . *printer* compatibility. (Compatible with all 'centronics' parallel printers.) With the Printer Connection, you're no longer limited to 'Atari Only' printers.

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2) PARALLEL PRINTER INTERFACE: A 'centronics' type parallel interface which uses a standard 850 cable. Accessed as P1: or P2: with or without LF.
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US Doubler 1-4 without SpartaDOS Construction Set **$39.95**

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Perfection . . . that's how we describe our DOS and we're sure you'll agree when you put the SpartaDOS Construction Set to work. It supports everything from the 810 disk drive to hard disk drives, RAMDISKS with the RAMBO XL modified 800XL or 1200XL, the 130XE, the modified 320K XE plus the AXLON 128 board for the 800! And there's more . . .

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Why Don't Women Like Computers ? ? ? ? ? ?

Taken from "CURRENT NOTES" article by Dave Small

All right, I'll do it. I'll ask a completely unsocial, very possibly sexist and chauvinist question: why don't women like computers? Now, I realize that this leaves me open to charges of sexism and so on. But that doesn't change my curiousity.

At the local user groups I attend, there are usually about 30 males and 1 (or no) females. At the bigger user groups, there may be two--usually someone's daughter and someone's wife with a Patiently Suffering expression. (You know that expression. It's something like the expression men have while trying on clothes, shopping for antiques, or making house payments.) OK, why is this?

Now let's toss out, right now, the stories we all know that can be used to derail the question. Yes, I've met a few women in data processing departments. Yes, I know women can be just as good at programming. Yes, yes, yes. There *are* exceptions. Which only proves the point, because we all know there are exceptions. Why that obvious, intense 30:1 ratio?

I put the questiono to my wife, Sandy. As "David and Sandy Small", we wrote a numaber of computer columns together, and did a lot of programming. She has a compute Sci degree.

She didn't know. What she does know is she's tired of computers, burned out on them. She told me what she doesn't understand is why I'm still interested in them after all this time. Or, as she put it, " The question is not why women aren't interested in computers. The question is why men are intrerested in them to the degree they are." Hmmm.

I asked "Barb" (a pseudonym), the woman who helps us out at the Data Pacific office. We were sitting at the Denver Atari Expo, watching lots of men and an occassional Suffering Wife In Tow walk by. "Why don't women like computers?", I said. She looked around to make sure no one was listening, expecially no Maddened Feminists. Then, she said, " Well, I think it's just different sides of the brain. Women don't like math as much as men do. I think women are more attuned to feelings and emotions, that computers don't have. I think computers are boring."

Mind you, if *I* said that in this column, they'd find my tarred and feathered body in the morning, my hands tied behind my back with a bra strap. Which leaves me understanding exactly nothing.

One more try: Cassie Stahl. She used to help with technical support at Atari. Okay, Cassie, why don't women like computers?

"I don't know. Maybe it's societal conditioning. Women aren't supposed to like them. But I really don't know if that's it at all. My friends, who are women, aren't interested in them."

Zero for three. Does anyone know? I do know that if someone can overcome being shouted down, and study this phenomenon, they might have a real handle on some of the differences between men and women. It might provide some badly needed insight. Despite the screams of "discrimination", there are lots of openings for women in DP departments across the country, and more openings than applicants. Just ask any personnel person who's trying to keep the Affirmative Action people off their case by hiring women. "You ! Your female! You have a degree in ...I don't

(Why Do Women...Continued)

care ! Do you know 'C'? Great, you're hired!"

I also read the many intelligently written appeals by women looking for Mr. Right. They complain of the few number of single men avalilable, of how bad the bar scene is, and so on." "I never meet any bright men, who can have an intelligent conversation".

Have any of them thought of going to the local user's group meeting, where it's guarenteed they will receive a great deal of attention? Just a thought. Anything female coming to a user group, asking "Can someone answer a question for me", would receive more interest than Cybill Shepherd.

Me, I still don't know. I see the phenomenon. It's stayed the same since 1976 , when I went to college in Computer Sci, and there were about four women in the whole department. (I married one of them).

So if your looking for an answer in this column, I haven't got one. I do, however, have the question. Maybe women have a saner view of computers. As the former head of Atari's User Group Support told me: "I never go to user's groups. Computers are tools, like toasters. When was the last time you went to a toaster user group?"

Could be. If you'd care to write me, expressing your opinion, I'd really like to hear it, especially the female point of view. Perhaps I can gather some ideas and do a future column on what readers think. (Let me know if you need to be anonymous and If I can quote you.)

Then again, maybe only men out there will read this, in which case, I'll stay puzzled.

Here's a mail drop:

Dave Small
9678-B E Arapahoe, #133
Englewood, CO. 80112

Thanks, Dave Small

END

Some remarks on this article from your co-editor, who just happens to be a woman:

Dear Dave,

I found your article to be quite funny and amusing. I also felt sorry for you that you couldn't find any females in your vicinity who truly enjoy computers.

When I went to college in the 70's, women were encouraged (pushed actually) to become a teacher or a nurse. No one ever mentioned computer science. Perhaps they felt that the logical," Mr. Spock" world of computers was no place for the "emotional" female of the species. Or another possibility holding women back was the left brain-right brain theory (in your article) . Honestly, I thought <u>that</u> type of reasoning went "out" with the pro-slavery arguments that blacks were physiologically suited to hard labor because of large sweat glands !

Let me ask you to imagine yourself back in your pre-computer days listening to a friend describe a possible blind date. He says:

" She is really cute and loves computers.
In fact she spends several hours a day
on it, writing programs, and doing stuff."

You draw a picture in your mind of a gangly, white skinned bookworm who needs a little sunlight. It just wasn't and isn't now considered feminine to be "into" computers.

Do the male computer enthusiasts **really** want their wife or girlfriend to love computers? Remember- that means less time for you on the machine while she is in the driver seat . If you still want to take the chance then try introducing her to fun applications on it like address labels for people that she writes to often, creating elaborate stationary (personalized) for letters, playing some games like Wheel of Fortune, Leaderboard, Monopoly...etc. But remember, its a lot like teaching someone close to you to drive a car. No yelling , screaming or making it an unsafe place to ask even the dumbest questions.

Fortunately, my husband and I discovered the Atari together and progressed from novice upward at the same time. Now we are going to get a second Atari because "one" isn't enough to go around anymore. We have also become co-editors of a user group newsletter SLCC Journal, that we do on Publishing Partner. I'm looking forward to reading some more responses on your question.

Jennie Kliewer

If you have some more views on this *hot* question, send them in-a letter to the Editor.

JK

Better video from your 1200XL with...

ClearPic

If I were allowed only one computer, I think that I would prefer a 1200XL. Only two features draw me toward the 800XL or the 130XE, the Parallel Buss and the quality of the video on my 1702 Commodore. The 130XE makes the 1200XL screen look like I'm using a television - through the tuner! Oddly enough, the 1200XL has almost a dozen transistors in it's video circuits, while the XE only has 3 or 4. Yet, the 130XE has a much, much better output. (same transistors, same signal source.... did the Warner engineers get paid by the component???) Nice for us, though. We can just duplicate the XE circuitry in the 1200XL - which is exactly what I will describe in this article. The result is a picture that is just as clear as the one from a 130XE and costs almost nothing. This is designed for a separate CHROMA system like the 1702. There is no provision for output to a television or a composite monitor.

Installation will consist of removing certain components and either replacing them with another part, replacing them with a wire, or not replacing them at all. One component has to be added at a point in the circuitry where no component now exists. All others are mounted in existing locations.

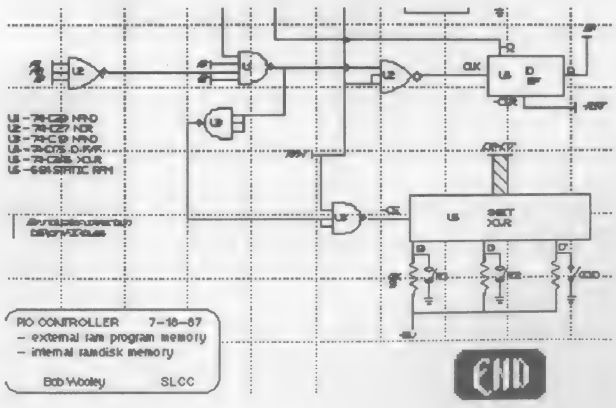
REMOVE		REPLACE WITH
R21	22K	1.5K
L15	820uh	wire
C115	10uf	wire
C60	100pf	----
R187	1meg	2.2K
CR20	1N4148	----
R22	4.3K	----
R23	180	47
R24	180	100
R25	130	----
R28	130	wire
C62	10pf	----
R180	180	----
R181	3.3K	6.8K
C118	100pf	wire
R182	6.2K	----
R183	2.2K	----
R184	1K	wire
R185	1K	180
C119	3.9pf	----
CR19	1N4148	150ohm resistor
C116	.001uf	----

Add a 47ohm resistor between the collector of Q11 and +5volts. You will have to cut the foil right next to the pad to isolate the collector. Solder a wire from the junction of CR19 (now a 150ohm resistor) and R180 (removed) to the unused pin on the monitor socket. This is the new CHROMA source. Pull out Q7, Q8, Q16, Q17, and Q18.

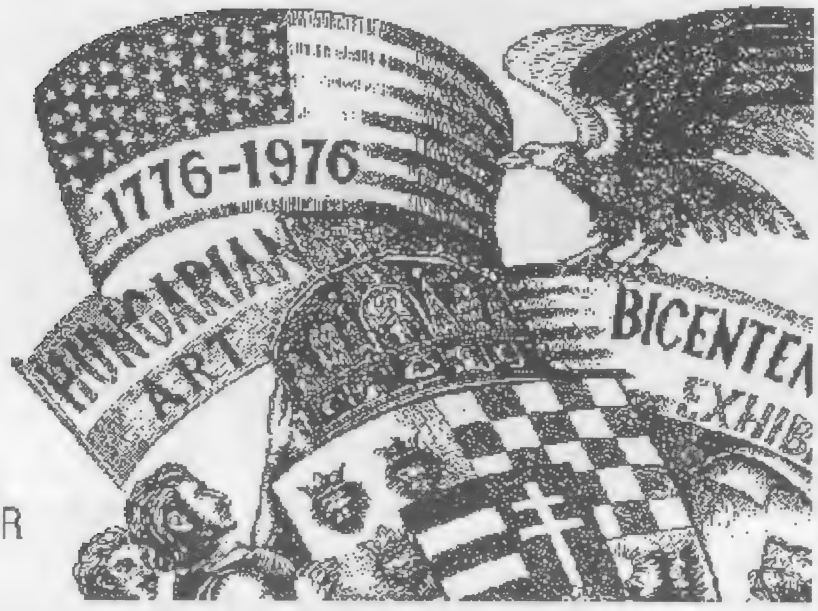
Check all of your changes very carefully. Measure the resistance between +5volts and ground to make sure that you haven't got any power supply faults. (It should read over 100ohms) Power up in self-test mode and correct the color by adjusting R48.

You are now only missing the Parallel Buss....

Bob Woolley
75126,3446



IMAGinE This!



Hardware review by...Frank Kliewer

One of our new club members, Julius Lami, is deep into the development of a new piece of hardware that I can't wait to get my hands onto to use for the JOURNAL. The hardware is a scanning device that will project an image onto your monitor from a page that is run through your printer. The pictures you see on this page were done on Julius' scanner, which were then saved as *Degas* pictures and of course imported into *Publishing Partner*, for use in this article. One of the best features of the new device, which will ring true to all loyal Atarians, is the low price...it should come in around a hundred dollars. Rumor has it, that you may even be able to get a printer thrown in for not much more. Julius is as busy as the bee on the ST sceen getting his patents together and all the other items in place for a start-up business.

Of course as we all know, price is not good enough unless it has the power to match. In this case Julius is again on the mark as he is using the best of materials in his products that should have a resolution of around 300 dots per inch. The results are as good if not better than what you get on a Mac Thunderscan, according to those who have seen both, for several hundred dollars less.

The software for this scanner is being done by the extraordinary team of Stephen Everman and Paul Pratt. You have probably seen their crafty work in the pages of Antic. This is another sign of Julius using the best resources he can find for this project. I talked to Paul Pratt just before this went to press and he indicated that this tricky piece to the puzzle will probably be completed sometime this month.

A final note about Julius. He is from Hungary, and the drawing to the left was done by and elderly friend of his. I hope the final picture, as you see it, does the original some justice. I feel like I have put it through the wringer. Frist shrinking it down in *Degas* and then reducing it again in *Publishing Partner* to fit into this article. I sure am looking forward to scanning some of my own artwork with this fine device in the near future.

fk

Julius is having trouble coming up with a name for his scanner...so if you have any ideas for a name, let us know and we will pass it on to him...thanks.

Review: Faster Disk Magazine (16 bit)
By Jim Moran

Every once in a while something new and unusual shows up, this is one of those times. A new disk based magazine from Canada called "FaSTer". The only problem or negative item about FaSTer is that it is ST only and many 8 bit owners will not be able to enjoy this first class publication.

FaSTer is from Quebec, Canada so has a slight foreign accent to its articles that makes it just that much better reading. It started publication in mid 1986. Boot the latest issue and you have an eight engined bomber as its front cover/desktop. From the front cover you may select any part of the magazine you wish.

Editorials are always interesting and this months deals with some of FaSTers history and some of the future, such as its French edition. The opinion section has an unusual piece on using BBS's and User Groups to sell software. A number of interviews from different segments of the Atari world cover items such as the new Arrakis software that will be sold by Atari.

For those like me who tend to get lost in adventure games there is a section that covers these games from introduction to hints to walkthru's. Last issue had a SpaceQuest walkthru and this month has Borrowed time and Mindshadow. Strategy on playing Circle Starship and Sundog hints finish out this months section. Of course any good book has to have good games and this issue's Cribbage game fills the bill.

Reviews play a big part in this magazine which has several each issue. This issue has reviews on Goldrunner and two of the new Arrakis educational programs. New products are also covered in this section.

More technically oriented readers will enjoy tutorials on such diversified items as C language and Pascal tricks. The tutorials continue with segments on hardware and graphics. Hardware tutorial this month is the third part of an article on how to program the ST floppy disk. The graphics tutorial for this issue is on film animation.

A first class program that can be used as an accessory or as a program is the printer utility which is featured in this issue as an accessory. This program as others offered in FaSTer has extensive documentation to cover its many features.

One of the nicest features of the magazine is the showcasing of selected User Groups. This

month the Atari Computer Enthusiasts from Eugene, Oregon are the featured club. For the uninitiated this is the group who originated the ACE name. The second part of this section covers a huge group in England called the United Kingdom Atari Club. This club is unusual as it doe not have meetings but rather keeps contact by its newsletter the Monitor.

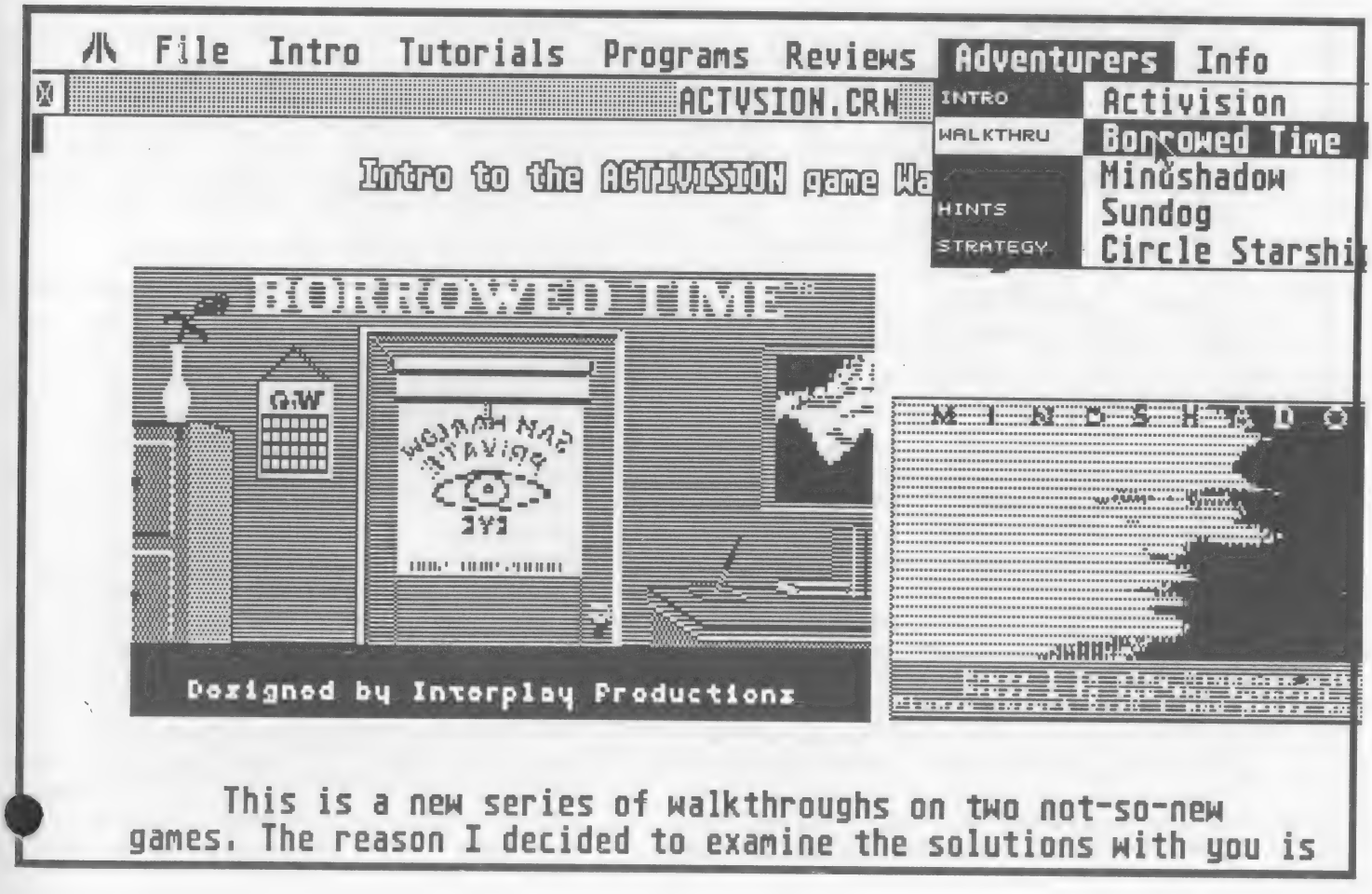
One of the features of the magazine is the ability to print out various sections with the built in print option, which makes reading documentation a pleasure.

The FaSTer group maintain a huge collection of public domain ST software. They also have their own BBS which of course might run your phone bills up a bit much to use. A nice touch to the magazine is the Pixie mascot that shows up with a click on the Fuji symbol.
Overall this disk which is specially formatted to hold more than a normal single sided disk, offers an extremely well done magazine that is a real pleasure to read. The several issues that I have had to read all preformed flawlessly. If you have a desire for a first class piece of work this is for you.

Another click in the Info section brings up information on FaSTer itself. Subscription rate for this magazine is $50 a year. Which includes an issue every other month. the mailing address is:

F.A.S.T.E.R.
P.O. Box 474
Boucherville, Quebec
Canada J4B 6Y2

If you would like to view the magazine for yourself we will have a copy to view at the General meeting and at the ST SIG.



More Good Stuff From Our Library of 8-Bit PD Software

This month I will continue my review of the 8-bit disk library, but first, I must start with a correction. The program that prints the PRINTSHOP graphics to your printer in miniature size does not appear on the APRIL 86' disk of the month, but on the JULY 86' disk of the month. I only sold one of those disks last meeting before I caught the mistake, so whoever bought it, please bring it back to me at this meeting and I will replace it for you.

Have you ever wanted to print labels for something, but just could not find the right program for it? Well I think we have just the program(s) for you. If you just need a regular label for a disk, then you might want to use SYNLABEL from the July 85' disk of the month. It will print an alphabetized list of the files on your disk on a 4" by 1 7/16" label. It prints in superscript so you can have 55 files printed on the label with 5 rows of 11 files (11 characters long). This program works with disks whose file management is compatible with DOS 2.0, like TOP-DOS, DOS- XL, etc. The best thing about this program is that it works on almost any kind of disk. It works on auto booting disks, working with your input. You can also use SYNLABEL on Letter Perfect & Data Perfect data disks. It will also work on disks made by the Happy Compactor Program, so you can have a printed label for all of your disks.

If you use a cassette recorder with your computer or have a cassette tape deck with your stereo, you have probably at one time made a label for the tapes you have created. In the past, I hated making these labels. The result was usually no label at all or one that only had the artists name on it, which I usually regretted later when I wanted to know exactly what was on the tape. Cassette Labeler makes this task easy. All you have to do is type in the information you want printed on the label. While executing, the program prompts you for the various information and prints a template that merely has to be clipped, folded, and placed in the plastic cassette box. It would be best to use heavier bond paper for your label, but any will do. Each side has room for six titles. If you have more than six for each side, the program will tell you how many to put on each line. This program was written for the SG-10 but will work with most Epson printers, and can be easily modified to work with other printers. This program is available on the January 87' disk of the month.

Who is that fellow with the big wooden cases and what is he selling??

Also on this disk is UNILABEL. This program was designed with the goal to provide a label making utility with which one can label disks as well as anything else one might desire. To use the program, you must have an Epson compatible printer. Once begun, the screen will turn white and a message will appear, informing you that the computer is ready and for you to turn on your printer. The display will then clear and a prompt, "one or two sides", is printed. A '1', followed by a RETURN, would enable you to use two lines of the label proportionally spaced out and a '2' will give you four lines. You then have the option of centering your text or leaving it left justified. You then enter your text which can be any ATASCII symbol, up to a maximum of 32 characters each line. This is the program I use to print

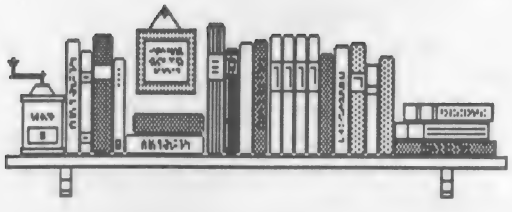
8-Bit library Continued...

labels for my VCR tapes. All I do is run the printer in condensed mode and print the labels on regular paper and then tape them to the tapes - makes for a much neater looking label.

In the area of telecommunications, there has not been a lot happening since EXPRESS! has hit the scene. If you have a modem and are not using EXPRESS!, you don't know what you are missing. How would you like a terminal program that NEVER crashes, does not have any bugs, and has the most reliable Xmodem file transfer routines you can get? Well then you need EXPRESS!. It is available for almost any modem. There are versions available for the 1030, XM301, any 850 based modem and even a version for the MPP 300 baud modem. If you have the MPP 1200 baud modem, you must get the special handler from SUPRA and append it to EXPRESS! for it to work properly. The MPP version of EXPRESS! is available on the August 86' disk of the month. Other versions of EXPRESS! are on telecommun - ications disk number 5.

See you at the next meeting!

JM



Curl Up With A Good Diskette - Tonite!

FRED and ME
By D.B.

I'm an 8-bit man myself
And I'm as proud as I can be.
You won't find mine on a shelf.
It's still an 8-bit world for me!

Oh, those 16-bits are nice;
I'm sure we'll all agree.
And it's not the higher price
That keeps the world 8-bit for me.

I just can't put away
That XL or XE
Or old 800, Fred
Who's been such a friend to me.

I learned the language that he used,
Learned his text and graphics mode;
I'm sure he laughed sometimes at me
While learning all his Basic code.

But he stayed a friend to me,
Tolerated fumbling fingers;
Though sometimes we'd disagree
Those fond memories still do linger.

I must admit that I'm impressed
By the world of the ST,
All that speed and fancy dress
And what it does so graphically

But, make it like an IBM?
I must say I can't condone it.
The chances are, I think, real slim
That they'll take old Fred and clone it.

So, I'll talk to old Fred daily
And say Fred - how 'bout this?
He may take a while to answer
But it's like a lovers kiss

So much sweeter if they linger,
So much better if they're slow,
So I'll keep giving Fred the finger
But I'll never let him go.

Reprinted from SBACE GAZETTE

One picture is worth.....

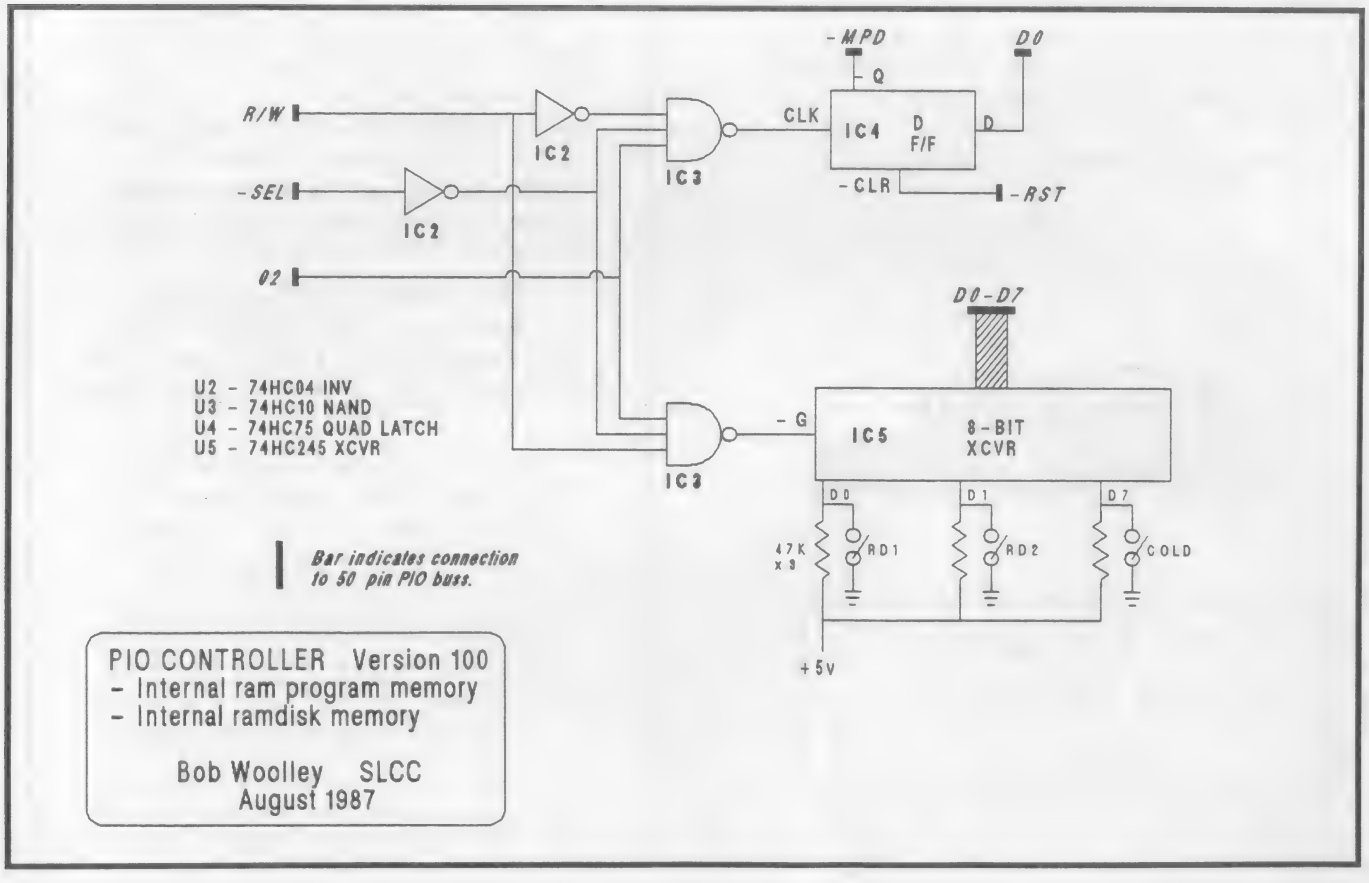
More PIO stuff.....

Last month, I printed the plans for a PIO controller that included a ramdisk handler and a cold start function. There are a few more things that you may wish to know about the project, the least of which is an error that I made in the text. The part designated as IC3 is not a NOR gate. The device is a NAND gate - the part number is correct, 74HC10.

One of the things that can be done with the device is to load a high-speed SIO handler that will run ICD Ultra-Speed drives without having SpartaDos loaded in the system. (if you want the file, ask me for it at the meeting) In fact, SpartaDos cannot be run with the PIO handler since they both use the ram under $D800. Of course, you don't need a ramdisk handler and high speed code if SpartaDos is loaded, but in case you do need hardware that does not use the existing ram, check the Journal next month.

No hardware project is complete without a schematic - here is the print for last month's device:

REW



ANOTHER AUCTION

The auctions held at the General meetings the past few months seem to be interesting and a lot of fun for everybody as well as a chance to pick up a good deal. In keeping with this we have another top item for auction the month of August.

A Gemini 10X printer in like new condition is this months item. This printer is in great shape and still in its original box and naturally the original manual is included.

The 10X is a 9 pin dot matrix printer with a print speed of 120 characters per second. It can use programable fonts as well as many built in fonts, including Pica, Elite, Double Strike and Enlarged. It will underline, backspace, set margins and set tabs both horizontal and vertical.

The best feature of all is the ribbons it uses which are available in many colors and are the lowest priced of any printer. This is a very important feature if you want to use this printer for "PrintShop" or other graphics- type work. The bidding will start at $60.

END

ST Auction

The August St SIG meeting will have an auctioning off of two programs: **Fast** and **Labelmaster**. Fast has a group of desk accessories: a clock, calendar, calculator, address book and others. Labelmaster is an excellent program for address lists and label making. ****** For those of you who attended the July meeting be sure to be at the August meeting and "sign in" once again, for your free surprise.

St Disk of the Month

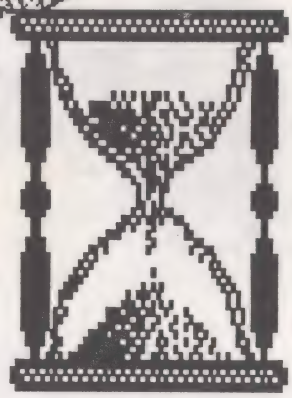
"I know I've got that disk somewhere"...you think as you search through about 10 disks. Help is finally here. This month we have one of the best disk catalog programs out and it is public domain ! Be sure to print out or read the docs that come with it. It isn't difficult but there are some special instructions for setting up you printer. If you want to "hack" your way into it for a look, click on the **DC.TOS** icon. After pressing a key the following menu will appear:

1. Editing menu
2. Get catalog from disk
3. Save catalog to disk
4. Output catalog
5. Print labels
6. Exit cataloger

All you have to do is stick a disk in your drive and it will read it. After you have done several or all of your disks (each disk has a number on it) , you can save the file or print it by file name or disk number. Frank Kliewer will be giving a demonstation of this program at the ST SIG meeting. A special feature is that you can delete files that go with programs but aren't necessary to list out. For instance, Monopoly might have 12 files that go with it on the disk but you only want to show the game file name on your directory. The program is by **Matt Leber** and is officially named **Discat**.

Other items on the disk of the month: Lunar landing, **Byclock** (for time and date), a system map, an accessory to protect disks, and an amazing little item called **Uemacs**.

Minutes



From July Meeting

July 7,1987:

Meeting called to order at 8:00 PM by President Barton. Roll call of Officers: Present; Barton, Hansen & Moran. Absent; Sawley.

The President opened discussion on the "World of Atari" show held this past month. The general consensus was that the show was very successful and enjoyable, the only drawback was the lack of new eight bit equipment or software. Lois Hansen and Jim Moran both spoke on various aspects of the show. All concerned gave thanks to the large number of members that were there to work the show.

One of the items of interest that showed up at the show was a supply of Haba hard disks. These hard disks originally came out for the ST computers. For one reason or another they were not compatible. Consequently, they are now available very cheap. With the addition of a new interface available from Berkeley Microsystems these drives will work very well on an ST. This drive may be used on an 8 bit if interfaced through an ICD MIO board or a Supra interface. Interested parties should contact the president.

Software chairmen Cliff and Mark gave a demo of this months Floppy which includes several new games, a font converter and a number of other utilities.

Program Chairman Dick Scott next introduced Bob Woolley who gave a short talk and demo of the PIO board he is developing for the 8 bit computers.

After a short break the meeting resumed with the President conducting a question and answer session on general subjects.

Being no further business the meeting was adjourned at 10 PM.

Respectfully Submitted,
Jim Moran - Secretary

CLASSIFIED

All software items must be the original disk with manuals or documentation.

For Sale: Pawn in original box, manual and a walk-thru doc. and Little Computer People. $10 each. Frank or Jennie 483-1481.

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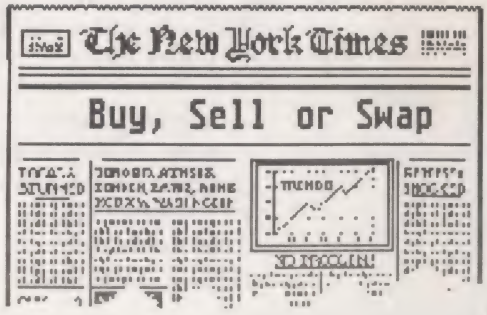

August 1987

SLCC Calendar of Events

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
						1
2	3	4 MAIN MEETING 8PM San Leandro Public Library	5	6	7	8
9	10 ST SIG 8PM San Leandro Public Library	11	12 EXECUTIVE BOARD MEETING	13	14	15
16	17	18 BEGINNER'S SIG 7:30PM TELECOMMUNI -CATION SIG 8 PM	19	20 BASIC SIG 8PM	21 JOURNAL DEADLINE	22
23	24	25 PASCAL SIG 7 PM BUSINESS SIG 8 PM	26 EDUCATION SIG 7 PM ST SOFTWARE SIG 8 PM Note -- new schedule and new SIG Leader!!	27	28	29
30	31					

Now That It's Plugged In....

The SLCC Beginners SIG is for those who own Atari 8-bit computers and consider themselves a novice or beginner. We discuss Basic, DOS, operations, system set-up, keyboard functions, and other introductory material. SIG meetings are held on the third Tuesday of each month at 7:30 PM. Call Richard Stiehl at 352-3444 or 562-7485 for information and directions. See you there..... RS

SIG (special interest group) leaders and their phone numbers are located on the Table of contents page at the front of the Journal. Please call them for more details or directions.

AUGUST MEETING

By Dick Scott

For our meeting in August, I have tentatively scheduled Ms. Carri O'Loughlin of BRODERBUND SOFTWARE.....

So starts the Dick Scott's file on the next meeting. The Broderbund was not to be - cancelled for the present. Ah, Activision will replace them!! --- Not this month. A peek at the beta - test of an ST Object Editor??? ---negative.

At the moment, never the one to give up, Dick has lined up Bill Dyck, formerly of Lone Wolf Software, to show us some memory upgrades for the 1200XL and 800 XL computers. Bill is from San Jose and currently works for HP in a division that produces IBM compatible computers (but we won't hold that against him, will we?). Now to continue with Dick's text....

Our Print Librarian, Einar Andrade, would like to take a few minutes to explain the Newsletter Exchange and Magazine Library and how to check them out.

Thanks to Bob Barton of the San Leandro Computer Club, for taking some time to tell what happened at the last Atari Faire in Santa Clara. I appreciate our Editor, Bob Woolley, demonstrating his PIO ramdisk handlers for the XL/XE series of computers.

See you at the next meeting!!

SLCC JOURNAL

P.O. BOX 1506, SAN LEANDRO, CA 94577-0374

TO

Next Meeting:

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THE ATARI FEDERATION

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VOL III, ISSUE VII 3 August 1987

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VOL 3 — ISSUE 7 THE ATARI FEDERATION
3 AUGUST 1987

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JOHN McCAMMON - 735-1645

EDITOR:
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ATARI FEDERATION
SEPT. MEETING DATE
14th Sept @ 7:00PM
MARK YOUR CALENDAR

MEETINGS:
Meetings are held on the first Monday of each month at 7 p.m. in the VAFB Federal Credit Union, Vandenberg Village, California.

MEMBERSHIP:
Membership in The Atari Federation is open to all persons interested in the Atari personal computer. Dues are $10.00 per calendar year ($15.00 per family) and are collected on the member's anniversary date. Membership includes a subscription to this newsletter and access to The Federation's library of public domain software.

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Please send all correspondence to:

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ACENET
ATARI COMPUTER ENTHUSIASTS NETWORK

PRESIDENT'S COLUMN

by: Shirl A. Dellinger

Last month I told you that we at the Federation were going to make your summer HOT, and boy did we at the July meeting. I don't know about all of you but the Atari Federation Hackers Challenge disk by Paul Alhart, is driving me nuts!!!! Thanks Paul for bringing us something to keep us busy for what I think will be the rest of my natural life!

At this time I would like to thank Mr. Jim Wooding for doing a SUPER demo with the MIDI system. On that note I would like also to thank Jayne & Jim Wooding for setting up their display for Computer Connection, and for donating ten (10) raffle products - thanks!

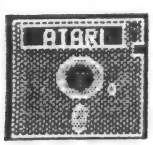
For those of you that were not at the last meeting, we are going to be taking nomination for officers in September. I know what your thinking - lots of time! Well its never to early to think about who you want to be your officers. So if you have someone in mind, that you think would be good for the club, keep his/her name in the back of your mind, and be sure to be at the September meeting. We will have some officers that won't be running next year, so there will be some slots to fill. Something different for nominations, this year we will have ballots to fill out for each nomination. This should make the nominations run smoother.

We will have discount tickets for sale at the Aug. meeting for the ACENET All Atari Computer Faire, Sept. 19th & 20th. If your a member of both the Federation & S.M.L.A.C.E, you should think about signing out extra tickets to take to their meeting and letting them in on the discounted entrance price. Be sure to let your friends in on these discount tickets, as you don't have to be a member of the Federation to get the discount.

Some of the officers attended the ACENET meeting, the last meeting before the faire, and they will have an update for us at the Aug meeting.

I would like to welcome Laser Print to the Atari Federation, the new printer for our newsletter. See their ad elsewhere in this issue.

As I stated at the start of this article, I to am working on the Hacker's Challenge disk and the last thing I want to do is keep you from working on the Challenge just so you can read my article. So this month I will give you a break and let you get back to work!!!! Anyone want to give me a hint or two?



Get your DISK OF THE MONTH
at the August
ATARI FEDERATION Meeting
8-bit/$1.00 ST/$2.50

SECRETARIES REPORT

by: Chester Hadley

The July general membership meeting was preceded by the quarterly officers meeting on the 13th. The officers voted to establish the price of the ST-Disk of the Month at $2.50, and to have Shirl order 50 ST disks. A special meeting will be held to establish a new Constitution.

The general membership meeting was opened by Shirl Dellinger at 7:01pm. The Woodings, of Computer Connections, were welcomed.

Tickets for the ACENET Fair Sept 19th and 20th will be available during the August meeting. Anyone who desires to work at the fair should contact Shirl ASAP.

Phil Price, creator of Alternate Reality, will be at the Santa Maria meeting in August. Shirl also thanked the members who participated and attended the Aladdin meeting in SM.

We have more mail order members, TSgt Arthur R. Tenette and Glen Lamb. Welcome. Shirl asked for more members to sponsor members out of the area.

Shirl gave a warning when dealing with mail order businesses. Black Patch is apparently out of business. Glenn Lamb wrote to warn us about White House Computers not handling orders and/or refunds to customer satisfaction. Another to watch is B & C ComputerVision, there is nothing good that can be said about them at this time. Order from the above companies at your own risk! A member (me) has had a bad time with ComputerVision. The letters sent by and to Chester was at the meeting for all interested members to read. Before you order by mail, check with other members.

Ten prospective logos were presented to the membership. The members present voted on a new Logo for the club. The winner was Shirl's. Bob Ribortone's logo was one vote behind the winner. Sharon Bracken and Pam Duke counted the ballots.

This months disk of the month was presented in a dramatic way by Paul Alhart. Only members could purchase the disk. They also had to sign for the disk at the time of purchase. The person who thinks they have the solution to the "Hackers Challenge" should call Paul. The first to do so and give the correct solution is the winner.

The FCC is considering additional charges for modem users. Check The Reference Point for a letter on this subject.

Shirl mentioned the new board on The Reference Point, DEAR GRUMPY. Special names and passwords were available for those who wish to go to the board anonymously. If the board is abused, the message base will be dropped.

During the break we all enjoyed cake baked and brought in by Shirl. Good Cake!!!

After the break Sharon Bracken won the Disk of the month in the member drawing. Herb Kanner selected a book on Machine Language and Mike Ruiz selected an Atari Joy Stick as winner.

of the raffle. Nine members won magazines, donated by Computer Connections, in a special raffle.

Jim Wooding presented a great demonstration of the ST system and the Music System MIDI.

After the demo, Bruce continued with the Telecommunication SIG.

NOTE I wish to thank Chester Hadley & my husband for their help on the winning LOGO, without their help I doubt I could have done as well! (Shirl)

LIBRARY NEWS!

by: John McCammon

If you are a Print Shop Graphics Fan, you'll LOVE the Disk of the Month for August and September! They contain almost 500 Print Shop Icons. Any of these icons can be used the Label Maker program available on last month's Disk of the Month, or with Print Shop.

Please help the club in our desperate fight for new PD material and reviewed disks.

Remember, stop by my table and check out a disk and write a brief description of each file on that disk. Every little bit helps.

NOTE After a Disk of the Month is more than THREE (3) months old, you can check it out from the library. Right now, I have two (March '87 & April '87) Disk's of the Month that can be checked out.

ATARI FAIRS!

by: Mike Sieben

Hi! This is my first crack at writing for the newsletter, for that matter anything public, so please bear with me. I have never been to a fair until this past June 19th, at the Santa Clara Convention Center. I saw Atari like I have never seen before. There were displays and demos presented by software and hardware manufactures most of which were selling there products at special prices or at the very least you can wheel and deal. What an opportunity to get a demonstration of a product from the people who know them best! If you are like me you don't have mega bucks to spend on software and going

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to the fair gave me the opportunity to eliminate bad buys or find suitable substitutes. I say suitable substitutions because there was some stuff there that I didn't know was out for our powerful computers and in the past few months I have been doing a lot of research into ST software. Computer stores even had booths selling products at a discount. This is where I couldn't resist. As some of you already know my wallet got caught with a 1040 St and I might add at a mail order price!

Atari had their display of course. There was the EX line, which had the XEP-80 80 column card displayed and a 1040 ST which I expected to see displayed. Then there was the new stuff. On one end of the display was this computer hooked up to a Hard Disk and this larger than normal printer. It didn't take me long to figure out that the computer was a 4 megabyte ST (must have been the label "MEGA 4"). The printer was this laser thing we have been hearing about. It works! Great I might add. As I walked around the display I saw another Mega looking machine. No this isn't a ST compatible. It's the PC, an IBM compatible. After asking about these products I was told there wouldn't be a 1 meg machine. The plan seems to be that the 1040 will stay as is and that there will be a 2 and 4 mega ST which will have the "blitter chip" and a battery operated clock installed. The megas are to be made primarily for the business user and sold through specialty stores. It didn't make much sense to me about the specialty stores because it has been a long time since I have seen Atari at a department store. Anyway these things we have been hearing about are real and we should be seeing them around August. Maybe you have seen them already, I was told the Megas were on a ship in Taiwan.

Well I talked about what I saw and heard. It is my advice to you that if you are in the market for anything for your Atari, or just looking for information, you can't afford to pass up the fair in Glendale. Beware, your wallet may not be as big as your desire. I have it on my calendar to go because I want some software for my new ST. On a personal note I have some 8 bit stuff that I want sold before the fair. Can't imagine what I need the money for! If you could use a 1025 and/or Okimate 10 printer or an 800XL please give me a call at 735-6623. No reasonable offer will be refused! I might sound like I have given up on my 8 bit but this is not the case. I won't give up "Old Faithful".

Well this has been fun but there is only so much room that I can have for this article. I am planning to do another article soon which will be a review on Timeworks' Word Writer ST. So if you are interested, look out for it.

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A-T-A-R-I

Answers-Tips-and-Relevant Information

by Paul Alhart

The following TIPS were all inspired by questions I received from you the membership this month. Thank you. Keep it up.

RANA:

If you own a Rana disk drive, sooner or latter the disk eject spring is going to break. When it does, go to your local hardware store and pick up a 1/4" Molly Bolt. The spring used in the Molly Bolt is just what you need.

P.R Connection:

Having trouble with some of your programs like AtariWriter+ Proofreader that you can't explain? In some models of the P.R. Connection the "R:Handler" is loaded more than once by some programs. This causes memory conflicts and strange things happen. The "R:Handler" can be disabled though. Remove the P.R. Connection from it's case and locate two pins labeled "R OFF" that are on the board just behind the R1:Port connector. Jumper across these two pins to disable the "R:Handler". If you use the R:Port (most of us don't) then put a switch here instead of a jumper so you can turn the "R:Handler On or Off depending on your application program and hardware requirements.

Star Stuffer Fonts:

If you are using my StarStuffer Fonts with AtariWritter (I hope you are), you may have noticed that when you print more than one page only the first page is in the font you selected. The easiest Fix for this is to put your Control Codes to select the down loaded font in a Header. The Header will be "printed" at the top of each page and thus reinitialize the font at the beginning of each page. This should also work for any other word processors that you may be using.

XM301/1050

It has come to my attention that some early XM301 modems and

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some early 1050 Disk Drives are Not compatible with each other. This shows up as flakey drive operation when ever the modem is pluged in to the chain. One of our members had this problem and called Atari Tech Support. Atari agreed to replace his XM301 at no charge.

Daisy Chain:

Are you still unplugging your modem so you can plug in your printer interface because you don't have enough I/O Ports. The XM301 and several other devices don't have an extra I/O port (required for Daisy Chaining). To eliminate this problem you need two spare I/O cables. Cut both cables in half and splice them together with Pin #1 of one cable half going to Pin #1 of each of the other three cable halfs. Pin #2 to Pins #2 and so on. NOTE: The wires are color coded, but the color code may vary from one cable to another. Check Carefully!) Now plug one of the four connectors into your computer. Connect the other three plugs to three devices that have two I/O ports (like disk drives) and now you have three EXTRA I/O ports to use for other things. You can adapt this to your system by making the new cable with only three legs or as many legs as you need.

CLUE!!!

The Atari Federation Challenge is off to a good start. There are many of you working on it, but still time to get starte if you haven't because no one has found the answer yet. Greg Kolby spotted a typo though. In one of the clues I used "TOO" when I should have used "TO". There is no secret meaning to it, I just goofed. I do have a clue for you now though. I will have another one for you at the August meeting, so Be There!

CLUE: "Basically, the key to getting started with Hackers Challenge is the key to get started."

Good Luck!

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Check our used ST software table...

NEW FOR THE 8-BIT: INFILTRATOR *by MindScape* (HELICOPTER SIM.)

and some Oldies, but Goodies...

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HOME FILING MANAGER	MINER 2049er	DONKEY KONG + *more*

934-3655

TELECOMMUNICATION SIG
(The SpldEr Side Of Life)

by:Bruce Franke

This is a sad story, but it has to be told. I am sorry that the SIG didn't go as planned, but it didn't turn out to be our fault. The sysop of OPUS was working on his system at the time that we wanted to go on-line and as you could see and guess, there were problems. All I can say is: this will happen from time to time.

The SIG this month will consist of an on-line review of the Lompoc Guide BBS System. We will have the printed help menu's for you on this system and we even have some print-outs left over from The Reference Point BBS, and Opus. So be sure to pick these up at the meeting.

If you have a modem and want to understand your local BBS's a little bit more, or if your thinking about getting a modem, you really should sit in on this SIG! The Guide, (as we like to call it) has some really nice features that most systems in our area don't have.

DEMO

by: Shirl Dellinger

This month we will have a demo that has been requested: S.A.M. by Don't Ask Software. The main difference between this demo and any other done on SAM is Paul has written an interesting program to work with SAM. This little program will really make SAM work for you in more ways than you thought possible. I don't want to give too much away, but you will like what you see and hear!!

We will also have a short demo by Greg on the best reasons for getting a TraK Ball. He'll show those of you that don't have one, why you should rush out and get one - while the price is right!

The following people are to bring in software/hardware:

Computer & Drive - Paul Alhart

Monitor & Modem - Shirl Dellinger

Trak Ball & Program - Greg Koby

Please don't forget these items!!

PROGRAM MAKING SEVICE

by: Greg Koby

Hi computer users, have you ever wished there was a program that had all the features you needed? Have you run into a brick wall when it comes to software meeting your needs?

Well have I got a deal for you! I will make that program for you for the 8-bit ATARI computers. Any program you want, I'll make.. You name the features you need/want in the program from the color of the screen up to whether you want anything scrolling. I'll even repair any bugs that you might find in it FREE.

The cost of the program will vary from program to program. Included with the working copy of your new program, you will also be given the listing of the program for future fixes and/or modifications you might come up with at a later time.

If your interested in my idea, jot down your program ideas and see me at the August meeting. Those of you with modems can upload your ideas to The Reference Point BBS.

REAL BASIC

by: Phil Rominger

As a rule I generally don't like to review languages, because they don't hold a lot of meaning for the non-programmer. This type of review also tends to be very dry, but I hope that this one will be an exception. Real Basic was produced by Computer Crossware Labs (CCL) to work on any ST with a least 512K of ram and one disk drive. With a little manipulation it will work on either a color or monochrome monitor.

CCL was good enough to donate this program to our club, and it is now available for check out on a monthly basis from our library. If you try this product and feel that you would use it, please contact myself or Shirl Dellinger. I would really like to work up a group buy on this program, and it can only be done if enough of us are interested.

Real Basic is an interpreter much like Atari Basic (8 bit), with the exception that the editor is separated from the command line. In other words if you type in a program and wish to edit an error (none of us do that anyway) you physically have to type in the command "EDIT" to correct the error without retyping the entire line. Personally I didn't find this to be a problem, I just ignore any errors that I make while typing (more on this later). I am not going to mention or go into a great amount of detail on every feature offered in this program (only the ones I like! It's my review). I used CCL's manual as a rough outline for this

article, and that may help you when you try this program.

Real Basic had so many good features that it was really hard to know where to start, but here goes. The first thing that you learn about Real Basic is it's editing versitility. It has 9 cursor commands, 6 delete commands and the ability to insert a line. The first real command that makes you sit up and take notice is "AUTO" (auto line numbering). Hey did that come in my copy of ST Basic. Earlier I mentioned that there were 6 delete commands, well by using "DELETE" in the command line you can delete a single line, a range of lines, or a mixed bag (EX: DELETE 50-70,100,120,1000-2000). You may not use this command very often, but it gives you the idea of the flexibility that was programmed in this language.

One command that I thought was very nice was "LLIST". Now I don't now about all of you, but I very seldom used the Atari Basic command to list a program to the printer. If there were many of you out there like me, when you did need to do this you ended up having to tear up your computer area going through books looking for the right command. "LLIST" does a program print dump for you, and the only way they could have made it easier to remember would be to name it "PLIST".

In the area of data manipulation Real Basic gives you four functions and 16 key words, and if you can't manipulate data with all of that then there is something seriously wrong with you. I'm going to skip the individual features in this area, because other people have articles in this newsletter.

Real Basic has a full range of disk file and I/O functions. Have you ever tried to get a list of files on disk from basic? With this program try "DIR" and it will list all the files on disk with a BAS extension. Real Basic also gives you a wide variety of commands for saving, loading, merging and deleting files.

Now I'm going to regress and explain why I said that I ignored the errors that I made. Like Atari Basic this program gives you a error number when you make a mistake, but unlike Atari Basic it also gives you an error message telling you exactly what you did wrong. And to top all that off it even marks the line with the error by placing an asterisk after the line number.

This program supports a host of graphic, sound and math functions, but I was really amazed by the section on program flow. This is the part of the program that is concerned with goto, gosub, etc (with some interesting twists). There were also some interesting commands such as "FLY", which disables the error checking, subroutine stack overflow, run-time garbage collection, trace mode and step mode (it makes your program run fast). Now I mentioned the trace mode and all of you ST owners have seen TRON and TROFF using ST Basic, but Real Basic also has SSON/SSOFF. What this does is executes each line of basic and halts after each (nifty huh!).

Real Basic gives you 16 functions to manipulate strings. This allows you to manipulate strings with as much variety as you can imagine. And on top of all that it even gives the advanced programmer the ability to access the TOS operating system, the Virtual Device Interface (VDI), and the Application Environment System.

Having covered all of that you might be saying that Real Basic is a great program, but why should I go out and buy it when I got ST Basic free with my computer. Well, as some of you may or may not know Atari is no longer shipping software with the ST. And for all of you that use ST Basic in your daily programming, how would you like to be able to add assembly language modules to your basic program. Thats right, Real Basic comes with an in-line MC68000 assembler (CCL your our kind of people). Well, I've told you about a lot of the great features of this program, but there is some problems with it. Real Basic doesn't tolerate sloppy programming (is that the softwares fault??). What that boils down to is that some of your P.D. software will not run without a little work on your part. I tried it on several and was able to get most of them to work with just minor changes.

I feel this is a quality piece of software, that was well thought out and well put together. The documentation only coveres the major features in this program and takes it for granted that you have a working knowledge of the basic language. I personally feel that it is an outstanding addition to the club library and would be a welcome addition to anyones personal library.

---

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ATARI

AUG. 1987
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MEETINGS...

LOCATION & DATE: General meeting and ST Special Interest Group--Truckee Meadows Community College--Room 212; Truckee Meadows Community College SAT. AUG. 15--10 A.M.

ANNUAL DUES...

ANNUAL DUES are $15.00. If you see a warning dot or notice on your label, please renew your membership by sending your dues to: HISUG; P. O. BOX 2152; SPARKS, NV. 89432. High Sierra Users Group is an independent organization for Atari Computer users in the Reno area.

NOTE: If you want to see this group continue, to develop its fine program library and to publish this newsletter...THEN PAY YOUR DUES PROMPTLY...Don't take these services for granted. Your dues are our only source of income, and we can't continue without them. SEND YOUR DUES IN NOW!

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ARTICLES FOR THE JOURNAL...

Articles for the JOURNAL are always welcome. If you wish to submit them in printed form, please set your printer for a 3-1/2 inch wide column in condensed type face. However, as long as your copy is legible, even handwritten copy is O.K. Articles will be printed as space permits, and according to the editor's judgment of suitability. Letters to the Editor are also welcome. Please send material to: Italo Gavazzi; 825 Wilkinson Ave.; Reno NV 89502 by the tenth of the month for publication during that month.

EDITOR COMMENTS...

If you remember, I issued a warning that my computer enthusiasm was likely to wane during the summer months, what with all the other summer activities competing for attention. And it has come to pass as I predicted...at present it has about reached bottom on my list of priorities.

In one of the many newsletters which HISUG receives on an exchange basis, my eye caught this quote: "I don't see the need for user's groups. After all, the computer is a machine, like a toaster. You don't join a toaster user's group after you buy a toaster, do you?"

Well, upon reading that, I'll have to admit it brought a chuckle. Of course, I'm quoting out of context, and, although computers are machines, they are just a bit more complicated than toasters.

So...Why computer users' groups? One big reason is the lack of standardization in the industry--and the other is that hobbyists of any variety like to mingle with each other and to compare notes. Misery apparently loves company.

The main reason that I rushed to join this users' group was the very crummy manual that came with my 800XL. And then there was DOS 3, with a very explicit manual. But it

(See Page 2)

(From Page 1)

didn't jibe with any of the existing Atari software. Fortunately, Chris Manson set me straight very quickly on that by letting me copy DOS 2.0. Then there was the availability of the HISUG library at Computer House. Since I was particularly interested in graphics, I had soon copied the club's graphic discs and was marvelling at the machine's fine graphics.

I wasn't exactly new to computers when I became an Atari owner, and I realized that buying a computer and a disc drive was really just the beginning. I already had a printer, fortunately. A computer without a printer is hardly worth having--this I had learned in a beginner's computer class.

Why am I hashing this over? Because I realize that there are many beginning Atari owners out there in the same boat that I was in when I acquired my machine. Every time a computer owner upgrades and sells his old machine, the buyer of that old machine becomes a new owner--and a potential member of a users' group. In fact, he probably would be better off if he were to join a users' group BEFORE BUYING a computer.

Each brand of computer has its own idiosyncracies--and its own "bugs", if you will. There is good software out there for all computers--and a lot of not-so-good software, also. This is also true for hardware--those neat little accessories that are needed to make your machine do its job a little better. This is where a Users Group can really help the beginning computerist. Certainly, we are in a much better position to be of real help than the retailer, salesman, or advertiser. WE HAVE NO FINANCIAL INTEREST involved. And we all, I presume, have had bad or disappointing experiences, which we would be glad to have the beginner avoid.

Some of these hopes and concerns are expressed in a letter by Sue Parks of 444 Kirman Avenue #E-11; Reno, NV 89502. Her letter is printed elsewhere in this issue--I print her address here so that any of you wishing to write her may do so. She is specifically interested in advice about buying a hard disk, modem, or 1 megabyte upgrade for her ST computer.

ATARI 800XL

8 BIT NEWS

ACTION! LANGUAGE...

Many of the finer programs that have appeared in the pages of ANTIC magazine have been written in the ACTION! language. This language is a product of Optimized Systems Software, which is well-known for its excellent Atari software. Since this is one of the better products for the 8-bit Atari machines, the following summary of ACTION! is printed for your information. The original was written by Bill Turczynski in "The Sourcerer's Apprentice" Spring '87 issue. It is published by the Michigan Atari General Information Conference in Warren, Michigan.

ACTION! is a language for all 8-bit Atari computers. It was written by Clinton Parker and is marketed by Optimized Systems Software, Inc. or OSS for short. ACTION! is only available on ROM cartridge. It is a compiled language, as compared to BASIC, which uses an interpreter. Boiling that down, it means that an ACTION! program can run as much as 500 times faster than the same in BASIC. Its speed will allow you to do more complex things without being forced to write machine language routines in connection with BASIC. If you have a library of machine language routines, they can be used directly in your ACTION! programs, as long as they are short. Long routines are too much trouble to use.

The ACTION! system is made up of five different parts: Monitor, Editor, Language, Compiler, and Library. The Editor, as the name implies, is what you use to create a program and to make changes to it. The Editor also allows you to load and save your source code. The Language is of course the set of commands, which I will describe later. The Monitor is actually the controller of the ACTION! system. It can call up the Editor, Compiler, and DOS. It can also do a memory dump, give starting addresses of your routines, and set certain options. A source file in the Editor can be compiled, then run or compiled directly from disk. It is also able to compile and run with one command from disk too! If that is not enough, you can compile your file and save it to disk as a binary file that can be loaded from DOS. You must have the ACTION! cartridge installed because it needs routines from the ACTION! Library. The Library is a collection of routines written for your convenience--it includes routines like PEEK, POKE, PLOT, PRINT, OPEN, CLOSE, INPUT, OUTPUT, PUT, GET, etc.

The ACTION! language operates with fundamental data types, consisting of BYTE, CARD, and INT. The BYTE data type consists of a one byte unsigned number between 0 and 255. The CARD data type (short for CARDinal) consists of two-byte unsigned numbers between 0 and 65,535. A CARD is stored in the standard form for 6502 machines--the LSB, MSB form. The INT data type (short for INTeger) consists of two-byte signed numbers between -32768 and 32767. They are stored in the same format as the CARD numbers.

ACTION! supports three kinds of operators--arithmetic, bit-wise, and relational. Arithmetic operators are the same as those used in BASIC: + - * /. Bit-wise operators manipulate numbers in their binary form. Relational operators are also like those used in BASIC: = < > <>

(See Page 3)

(From Page 2)

etc.

ACTION! makes use of structured statements. These are divided into two categories: conditional and looping. Three statements are of this type: IF, WHILE, and UNTIL, the last two being looping statements. The IF statement has two options: ELSE and ELSEIF. A conditional test would start with an IF and end with IF spelled backwards or FI.

Loops begin with DO and end with DO spelled backwards or OD. Besides WHILE and UNTIL, FOR is also used in looping statements. The FOR statement is used to repeat a loop a given number of times.

An ACTION! program is is made up of Procedures and Functions. Procedures are used to group some statements together to accomplish a task. PROC is used to denote the start of a procedure and a RETURN denotes the end of a procedure. Functions are much like procedures, except that they return a value. FUNC is used to denote the start of a function. RETURN marks the end of a function, but with an arithemetic expression which is the value that you want returned.

ACTION! allows two types of variables, global and local. Global variables are ones that can be used anywhere in your program and are normally declared at the beginning of the program. Local variables can only be used in the PROC or FUNC in which they are declared.

There are three extended data types in ACTION!: Pointers, Arrays, and Records. Pointers contain a memory address, and so point to a memory location. You can change the value of a pointer and make it point to a new location. Arrays allow you to manipulate lists of variables by making each variable in the list accessible using only the array name and a subscript. The variables in the list must be of the same data type. Records are constructions which allow you to group together some pieces of information, which, although related in some way, are not of the same type. Records combine some of the more fundamental data types.

As with any new language, it takes some practice to learn its terms and rules. OSS also has an auxiliary program called the ACTION! Toolkit, which contains many routines already written for your use, as well as few sample programs for your study. The Toolkit also allows you to access the floating point routines, which ACTION! alone doesn't permit.

As noted, a chief advantage of this language is its speed. It has also gained considerable acceptance among programmers. This would indicate that it is a workable and well-designed language, and worth your consideration.

******

LETTER TO THE EDITOR...

Dear STSIG Editor,

I just finished reading the Letter to Editor by Cris Manson. I think she has some good points. I work nights and do not get off work until 3:00 a.m. Saturday morning. Its very difficult for me to get up early and make sense enough to attend a computer meeting at 10:00 a.m. I would very much like to be able to get together with other ST User's on Monday, Tuesday, Wednesday or even Saturday afternoons. I would like to see questions asked in the column and invite anyone with knowledge to answer those questions. As an alternative, I think having some sort of questionnaire on each member would be a great help. At least we'd have some place to look for help. Maybe a buddy system could be worked out in areas of interest. Two heads are better than one in almost any instance. What I am saying is that I am willing if we can only change the day from Saturday mornings. How about it?

I need information from users on best buys on a hard disk, a modem, and a 1 megabyte upgrade. I prefer personal hands-on information to that I receive in the stores. Every store in every area seems to have their own preferences and mostly those preferences seem to be rated on their ease of installation and not through any great research. I realize that most of the Atari stores are on a small scale budget and that they are not capable of rating everything on the market, but I have been extremely disappointed in some of the products that I have bought that have had no local support. I think the ST has been on the market long enough to weed out some of the junk.

I am particularly interested in business applications software. Most of the Atari business software seems to be cumbersome to use, but I did not buy the ST to play games. Because of the investment, this will probably be the last computer I buy in a lifetime and I think I should have every possible capability just in case software support goes down the tubes.

I bought DBMan as a relational database. It is compatible with DBase III, supposedly. So far, I have spent about $100 on related books, but without the 1 megabyte upgrade its all garbage. I worked with DBase II on a 64K computer and never had this many problems.

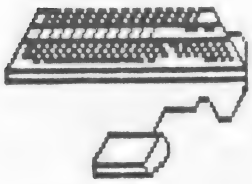
I have subscribed to the ST User magazine out of Canada. It seems to be written in a logical, straight forward manner and appeals to me more than Start. It also keeps me aware of the Atari hardware and software being manufactured in Europe.

I enjoyed reading about someone else's problems in re-inking. I've had two jams and many black fingers and printer smudges...there has to be a better way.

Hopefully, we will find a way to get together.

Sue Parks

520ST 16 BIT NEWS



ST RAMBLING...

By Kenn Johnson

RAMBLE (ram'bel) To write or talk aimlessly or without sequence of ideas

At the next meeting of the STSIG we are going to determine the direction the group is going to run for the near future. If you want to have any input then come to the meeting and make yourself heard. If you want, call me at home before 9 P.M. Don't call after 9 P.M. if you can't stand abuse.

You can also call me at home if someone would like to take a copy of OSS PERSONAL PASCAL off my hands for $50. Being the generous person that I am, I'll throw in the text, "Oh PASCAL".

Cimarron Computer is closing out all 8-bit software--go down and make a deal. They also have an Atari 801 printer they would like to sell.

New in our library is DBASIC. This program is very impressive, with speed to match anything available for the ST. It must be booted from its own disk as it bypasses TOS and GEM and loads its own operating system. Now you won't be able to complain about windows and slow speed. We have plenty copies of the program available with copyright labels. What we don't have are the manuals. These sell for $39.95, but if you drop in at Cimarron Computers and show your membership card, you can get them for $29.95. Let me tell you folks, this is a good deal if you like to program in Basic. Because it uses its own operating system, you can't make calls to GEM--we're talking Basic here. It does have statements for graphics and colors. Come to a meeting and ask for a demo to see if it meets your needs. Oh yes, this unique program comes from DTACK Grounded, Inc. in Santa Fe, New Mexico.

The new ROM'S are not even available to us poor original (saviors of ATARI) owners, and already the bug reports are showing up. This seems to be standard procedure anymore--correct some things that didn't work originally and mess up some that did. I won't worry about any of this until my ST has digested these vapor ROM's.

This one was downloaded from the GEnie ST product support roundtable. It's an answer from Mark White of Supra Corporation on the speed of a hard drive, and is edited: "The ST has the fastest HD capability of any personal computer on the market today. Even the fastest current HD (18 msec seek, 1:1 RLL) is only operating at about 40% of the port's speed. Most of the hard drives on the ST are about the fastest for their memory capacity. Trying to determine how fast a drive will be on a system is difficult, as there are many different variables which will affect the speed, i.e. seek rate, interleave, recording method.

For SUPRA hard drives--20 MB 65 msec average, 1:1 MFM; 30 MB 60 msec average, 2:1 RLL; 60 MB 28 msec average, 2:1 RLL; 250 MB 18 msec average, 1:1 RLL. The most telling specs are the interleave, recording method. The various IBM's run interleaves of 3-6:1. What is funny is that in the latest BYTE MICROLINE, they talk about the new IBM's pushing hard drive manufacturers for speed."

I saw SUPRA's 250 MB drive at World of ATARI in June, and it is a fast sucker. I also use a (blush) IBM at work, and its hard drive is slowwwww!!!!!!!

MICHTRON has released a new product called TUNEUP. It is a disk optimizer, and probably will be of more use on a hard disk than a floppy. What happens--whenever you resave a file, it doesn't have to go to the same place on the disk it was accessed from--and in fact, it most likely won't. Over time, your files get scattered all over the disk, and the head has to keep moving around to get all the pieces. An optimizer gathers all the pieces and puts them together again. It will also put all the free memory in one place on the disk. I've ordered the program from Larry at Computer House, and when I get it I will try it on a couple of very slow partitions on my drive. I will let you know the results.

That's just about enough rambling for this month. If you have any ramblings of your own, give them to me and we'll get them in the Journal. Till next month--KENN.

IN THE PUBLIC DOMAIN...

By Kenn Johnson

Let's first make a distinction between public domain software and shareware. Public domain software is released by the author without any restrictions on its use other than retaining the rights to it. You can use it and give it way, but you may not sell it. Some groups gather this type of software and sell it for the price of the disk and collection costs.

Shareware differs in that the author, instead of getting someone to distribute his software commercially, releases it into the public domain and requests donations from its users. In this way, he can receive some remuneration for his efforts. ARC program comes to mind as a good example. Following is a review of just such a program.

(See Page 5)

(From Page 4)

Let me set the scenario. I have a text file that I need desperately, but every time I try to view it, my ST goes nuts. Since the file is not usable, do I just trash it? Remember, I need this file. Actually, the answer is quite simple--DCOPY Version 1.91.

Written by Ralph Walden of Eugene, OR, this utility has just about every feature you could need or want. Want to ARC or deARC files? DCOPY does this task with amazing speed. Maybe you just want to format a disk, or mark a file "Read Only" or "Read/Write". How would you like to hide or unhide a file? DCOPY also handles the mundane disk tasks--copy files, erase, directory, make folders, rename, and even duplicate disks. There are many more functions available in this program that I have not yet used or that I seldom use.

Remember the file I needed? Well, the file was written in 8 bit Atariwriter and DCOPY converted it to a readable 16 bit Atariwriter file, just by using the TYPE/CONVERT command--read it and saved it in its new format. DCOPY also allows you to go from 16 to 8 bit formats. You are also supposed to be able to print out the file, but I have not been able to get it to do so. Save it, and then print it from the desktop.

Sounds great, huh!!! But are there any problems? For me--no, but if you are expecting to be working in GEM with all its gadgets, sorry. DCOPY is totally command-driven, but that isn't as bad as it sounds. Earlier versions of the program used the file-select boxes and were very cumbersome. If you don't know about paths, extents, and wildcards--then you will either have to learn about them or miss out on a great utility.

DCOPY has become a standard on my drive, and I'm very enthusiastic about this program. Ralph Walden has earned his contributions. If you use it, send donations to keep him happy so he will continue to update it.

Incidentally, there is a version 2.0 of DCOPY floating around. Unfortunately, it's someone's idea of a joke, as it's only a retitled version 1.90. Version 1.91 is the latest, and newer versions come along, I will add them to our library.

Also in our library is a program of interest to hard disk owners. There is a bug in TOS (Surprised--Right?) that will allow only 40 folders be be in a directory. If you get more than that, it can corrupt the directory and give you all kinds of weird things. FOLDRXXX.PRG is a small program that goes into your AUTO folder and will allocate more memory for the directory. It will help prevent some of those weird things. Just replace the XXX in the program name with the number of extra folders you need. For example, FOLDR50.PRG will give you an extra 50 folders.

By the way, if you are having trouble with those paths and wildcards, come to one of our meetings and ask us to explain them. That's what a users group is for.

A-CALC PRIME...

Cris Manson has already had some good words for the original A-CALC, and I'd like to make a start on an evaluation of the expanded version. Though I love numbers and formulae, I've never really worked in a business setting, am not an engineer, have never kept more than the most elementary accounts, and this is my first exposure to spreadsheets. Remember that. In what follows, I am trying to build on what is already stated in ANTIC's catalog section ad, so look there to begin with.

Of *PRIME's* many menus, four might be considered to carry the usual functions. The Fn menu has 17, Tr (Trig) has 15, Op (Operators) has 10, and Lo (Logical operators) has 10, which is 52 in all. 254 Macros in memory at one time are possible (such as your own statistical formulae), and are easily created, saved, selected, left out, modified.

Scrolling, finding, goto-ing, selecting, copying, replicating, recalculating, deleting, inserting, altering, labeling, editing, sorting, and much else is very versatile and in every respect well implemented. Replicating an entire system of formula/data relationships in another part of the sheet may require a fairly simple algorithm, but the results are startling. All parameter-setting boxes are ingenious and attractive, and when the complexities are finally sorted out everything becomes fun.

Numerous printer escape codes can be entered in versatile ways and kept in any number of files that you select from upon loading *PRIME*. Sideways printing being for Epson FX80 compatibles is the only restriction. Report formatting seems good, or you can simply Disk print which saves the work in ASCII for any word processing program.

The manual is the typical rather complete, though condensed and not always perfectly clear, inexpensive ANTIC production. Great effort has been made to give you everything, and you are rescued in good time. The short tutorial only just barely got me started, though; I sent for the recommended books through our interlibrary loan system and received *Working Smart with Electronic Spreadsheets.* by Timothy Barry. Most of *PRIME's* abilities were beyond me without this help, and it only taps a few.

ST INFORMER is supposed to have a spreadsheet comparison in the next issue, so I'll make some concluding comments after reading that. I had some trouble with the printer configuration, but ANTIC replied immediately: "send original in for version 2.09" (no charge). I am entranced by *A-CALC PRIME*, and can't wait to find a use for it!
[Syd Allen]

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VOLUME: 5 NUMBER: 8 AUGUST 18, 1987

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GRIER MEMORIAL ARP CHURCH

WELL I HOPE EVERYONE ENJOYED THERE VACATIONS THIS SUMMER!!

NOW THAT SUMMER IS ABOUT OVER AND FOOTBALL SEASON IS JUST AROUND THE CORNER, I THOUGHT IT WOULD BE GOOD TO IDEA TO HAVE SOMETHING GET US IN THE MOOD. SO THIS MONTH CRAIG TOMPKINS IS GOING TO DEMO TOUCHDOWN FOOTBALL BY ELECTRONIC ARTS.

WE WILL ALSO HAVE KEVIN KINGSMORE WHO IS GOING TO TELL US WHAT'S NEW IN THE ATARI WORLD FOR THE ST AND THE XL AND XE. HE IS ALSO GOING TO DEMO TWO PROGRAMS FOR THE ST. ONE IS A GRAPHICS PROGRAM CALLED COMPUTER EYES AND THE OTHER IS THE NEW IBM EMULATOR PROGRAM BY ADVANT GARDE SYSTEMS CALL PC DITTO.

WE WILL ALSO HAVE THE DISK LIBRARIANS TELL US ABOUT THE DISKS OF THE MONTH.

Also we'll have the disk librarians tell us what they have on there disk of the month. REMEMBER the cost is $2.00 for 8-bit and $3.00 for 16-bit disks (non members $1.00 additional charge)

So join us Tuesday, June 16th at the Grier memorial ARP Church Fellowship Hall. Meeting begins at 7:00; program at 7:30. SEE YOU THERE!

Donald Shockley
Vice-President

From the Prez...

For the past several years, I have had the dubious honor of being in charge of registration for our local area soccer league. To give you some idea how long ago, I began with the best data base available at the time for the Atari 800, good ole DMSDB. A couple of years later, Synfile came along which was quite an improvement. I finally moved to the advantages of Data Perfect for rapid sorting, great print-out options and back-up security.

Even though I have had my ST for about a year now, I still pull out the ole 800 tank each soccer season to handle registration instead of transferring the data over to one of the many powerful data bases available for the ST. Every time I go through dragging all the equipment out of the closet and start connecting the IO cables, especially to the 850 (I had to think for a minute what that was for), and the power supplies, I ask myself, "Why do I do this instead of taking the time to do the whole thing on the ST"? Possibly for one of the following reasons:

1) Too lazy to read doc (have you ever looked over DB-Man doc?)
2) Not motivated to transfer data files...good guess.
3) Both of the above.

After some soul searching, I realized that there was another, perhaps, more honest answer...its just plain FUN draggin' all the 8-bit stuff out and blowing the dust off some of the great ole disks! Before I ever come close to loading up Data Perfect to actually do 'business', its absolutely imperative to see how far I can go on Jumpman, what new mazes I can design with Mr. Robot, how long I can last before bankruptcy with Trains, what GS level I can achieve on Kennedy Approach...or yes...if I'm really into this...how many times I can 'grease it in' on one of the few actual still-in-existence games of Final Flight! I have found myself taking literally hours to finally get around to do what I originally intended.

After each soccer season is underway, its time to pack everything back into the closet, as the kitchen table is needed for other things (like eating so I am told, over and over, etc.). But in just a few months, it will be time for Spring sign-up, and once again I will be duty-bound to pull out the 800 stuff and fire up Data Perfect for soccer purposes, but not before seeing if I can do better with the egg wave on Joust, or make it past the city with Blue Max...

JOHN DISHER
PREZ

Gr.A.C.E.

The Greenville Atari Computer Enthusiasts is an independent, non-profit organization and user's group with no affiliation with Atari Corporation, or any other organization. Membership dues (family) is $20.00 per year. Membership includes access to the club's public domain program library, subscription to the Gr.A.C.E. newsletter, and access to the club's electronic bulletin board, Amazin' Grace (803-268-8138).

The GrACE newsletter is published monthly by the Greenville Atari Computer Enthusiasts, 107 Saratoga Dr., Greer, SC 29651. Permission to reprint articles in any non-commercial publication is permitted without authorization, provided credit is given to the Greenville Atari Computer Enthusiasts and the author. Opinions expressed are those of the authors and do not necessarily represent the views of Gr.A.C.E..

The GrACE newsletter will accept any articles by members on any topic found pertinent to the club. Articles will be accepted in any form, although word processing files uploaded to the club's BBS (268-8138) with a message left to Ed Culbertson or Mike Jett, Editors, are preferred.

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	Mike Jett	(268-8562)
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	Rhett Bryson	(246-3187)

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MEMBERSHIP RENEWAL

Take a moment and look at your mailing label on this issue of the 'GrACE NEWS'. Check the right-hand side of the label for the word 'DUES'. Just after this word are the month/year when your membership expires. Try to renew at least one month early. This helps us with the accounting and record keeping and also avoids your missing any issues of the newsletter.

There are two easy ways to renew:

1. At the monthly meeting talk to Doug Slagh the club treasurer and present him with $20 (in cash or check).

2. Send your name and renewal ($20) to:

Doug Slagh
104 Burgoyne Court
Greer, SC 29651

CERTIFICATE MAKER UPDATE

In the June, 1987 newsletter I contributed a review of the program, Certificate Maker by Springboard.

I presented a demonstration of the program at the meeting that month as well. Although I was generally pleased with the operation and completed product of the program, I expressed several reservations to it. In the demonstration I explained that I had not yet been able to get different fonts to print out on separate lines in the body of the certificate as described in the documentation. I was sure that I was doing something wrong or that I had a defective copy of the program.

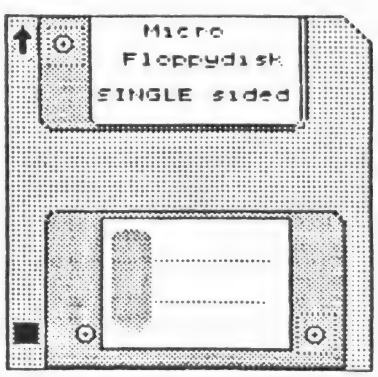
After the meeting, Kevin Kingsmore - from whom I bought the program - approached me with an offer to exchange the program disk for me...he had a new one in his car. I took him up on this offer and eagerly returned home to try the new disk. To my dismay, it too failed to allow me to have more than one font used in the body of a certificate. I was now sure that I was doing something quite wrong. I decided to call Springboard's technical help line the next day and put the problem to rest once and for all.

My call to technical support turned out to be most unsatisfactory! After a rather lengthy explanation of the problem, I was told that the ATARI version of the program did not, in fact, support multiple fonts. I asked why the documentation, which specifically said was for the ATARI, did not correctly detail the operation of the program. I was told that it was a typo...even though the references to the procedure to use multiple fonts appeared numerous times in the doc. I was told that there would probably be no updates to the doc correcting this oversight and that the program would probably never be updated to supply all of the features on the ATARI that it does on other machines.

I was not very satisfied by the response of Springboard to my inquiry. The advertisements and documentation for Certificate Maker are deceptive as to this desirable feature.

Let me say that I do still like the program. I just wanted to explain this interchange with this particular software publisher in order to remind you that things are not always what they seem and that some software publishers support ATARI better than others.

Rhett Bryson



NEW RELEASES FROM MichTron

I received in the mail yesterday a catalog from MichTron advertising the software releases they had for the ATARI ST. Among the 45 titles for the ST by this most prolific of software developers were several new releases seemed especially exciting.

Several months ago, I bought GFA BASIC from MichTron. I have been completely satisfied with it. MichTron now has several utilities and support programs to go along with the BASIC. A brief summary:

1. GFA BASIC Compiler. A fast 2-pass Compiler which converts your programs into fast-running machine-language .PRG files.

2. GFA Companion. A new RCS editor that creates custom dialog boxes for use in your BASIC programs.

3. ST Replay. A new program that wil allow you to digitize sounds and music which can be put into your GFA BASIC programs.

4. Knovice. An artificial intelligence program that works in conjunction with your GFA BASIC programs.

5. GFA Vector. Allows you to create and manipulate astounding images, optical effects then place them in your GFA BASIC programs.

6. GFA Object. A 3-D drawing program which allows you to create stunning objects for use with your GFA BASIC programs, or for use with GFA Vector.

7. Easy Record. A sophisticated B-Tree record storage management system within your GFA BASIC programs.

8. PROG. A data base language that works with GFA BASIC making it easy for you to get information from a data base.

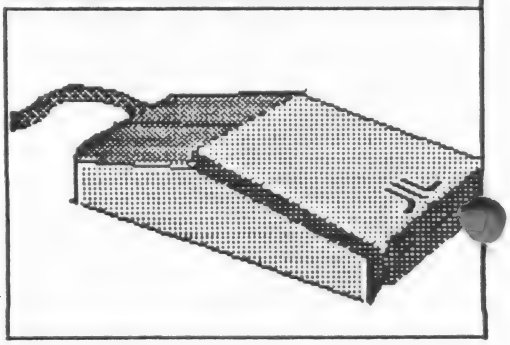
With GFA BASIC only being on the market a short time, this is a phenomenal support for a BASIC language.

Upcoming releases which should quicken the pulse of some of you include:

1. Easy Page. Claimed to be the "...easiest page layout system in the world!" They say it will do practically everything the bigger, complicated, more expensive programs do, but is much easier to use.

2. GFA Draft Plus. A 2-S CAD program that is claimed to be "...equal to anything running on the IBM, at a fraction of the price."

CONTINUED ON THE NEXT PAGE...-



New Releases from MichTron continued...

3. GFA Film. A fantastic graphic program that lets you do all kinds of special effects.

4. Weide Math Coprocessor. A math coprocessor board that fits into the 520ST and the 1040ST. This board allows you to use a new version of GFA BASIC called GFA Float which gives you the speed of the math coprocessor.

5. GFA Object. An object manipulation program that lets you draw 3-D objects. You can Merge, Size, Rotate, Stretch, just to name a few of the features. The objects can be exported to be used by GFA BASIC, Vector, Draft Plus, and even DEGAS.

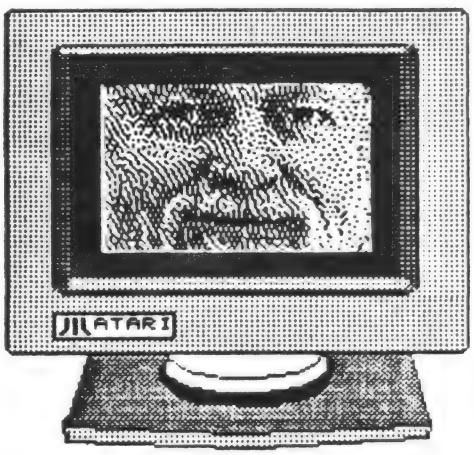
6. GFA Publisher. The ultimate page layout program, that will be "...the Cadillac of page layout programs."

7. Realtizer. A new utility that allows you to digitize images from a video camera or video cassette recorder! There is a variety of grey level support with 4 speeds of scanning.

The pictures can be save in numerous formats.You can even make color images with the included three filters.There are built-in printer drivers which allow you to adjust printouts to fit your needs.

Even though many of these programs are not yet released, MichTron is a company that has a history of delivering everything they promise. I have always found programs from MichTron to be of high quality and most useful. Many of the new releases are from GFA in Germany. Look for reviews and further information on these programs in the magazines and on the electronic bulletin boards. It looks like MichTron will continue to be a major supporter of the ST!

Rhett Bryson



SCANNING CURRENT NOTES

The latest issue (July-August) of Current Notes brings it's usual share of news, scuttlebutt, rumor and news concerning the ATARI ST.

A company in Tucson, AZ offers three hardware accessories for the ST. They have a Monitor Master for $49.99 to allow those ST owners who have both monitors to switch back and forth without having to grope behind their computers and switch cables. It has separate audio jack hookups that allow your sending audio to your amplifiers. It also brings out composite video on 520's →

CURRENT NOTES CONTINUED...

with RF modulators.

They offer a RGB Video cable to allow hook-up to non-ATARI monitors. It is 4 ft. long and contains composite leads. It sells for $21.99. Also in the cable department, they offer a Composite Video Cable for $14.99 which features molded ends and low loss video coax.

News is still spotty about the available of the long promised "Blitter" chip. Still no firm word on delivery dates.

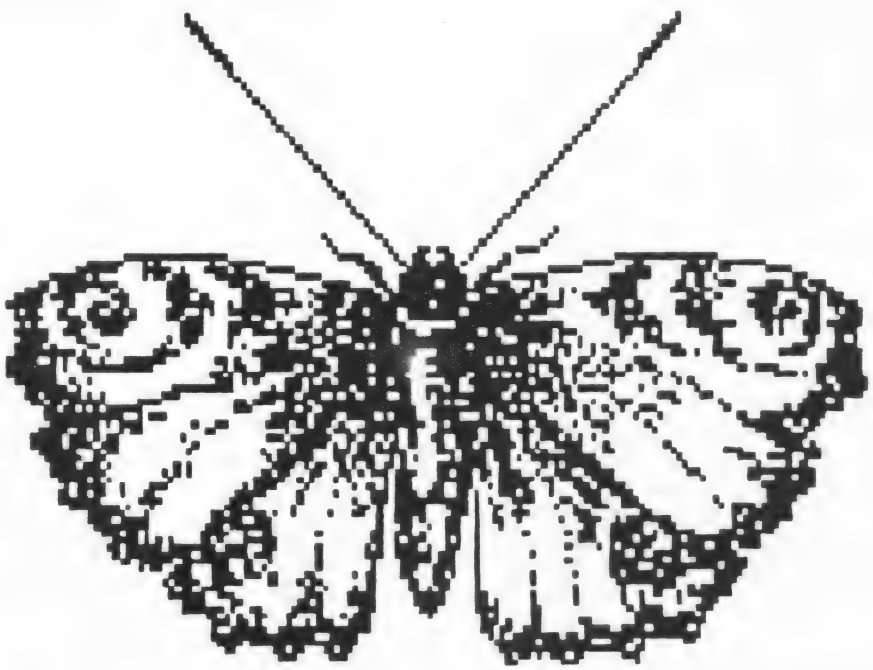
Happy Computer will produce a floppy interface for the ST that will format and operate 3.5", 5.25", and 8" drive in native Mac, IBM, and other formats as well as perform the usual job of back-up.

Coming soon will be a Mega-ST case for those of you with a 520. All you have to do is remove your 520 mother board and install it in a new thin-line box. It moves all serial, parallel, DMA, disk drive, and monitor connections to the box to unclutter your keyboard. It also gives ample room for 4-meg boards, blitter and other add-ons. The deluxe version has built-in fan, power supply, and a set of AC switches on the front panel like a master control panel -- spike, surge, and noise protection also present. You must also buy a new slim-line keyboard with the modular telephone type plug. Could be neat!

RHETT BRYSON

HELP G.R.A.C.E.

WRITE FOR THE NEWS LETTER !-



8- BIT LIBRARY NEWS

And how has your summer been?

This month's disk-of-the-month will be a 2-sided disk. On side one will be the following programs:

1. College Football Analysis - A neat program that will allow you to input scores from games and predict most likely winner of next week's matchup. A very unusual program. It will be interesting how well this program is able to predict winners! This program is comprised of the following:
   a. RUN.SYS - should be .BINary loaded from DOS.
   b. AUTORUN.CTB - the main program (written in compiled Turbo Basic.
   c. CFANALYS.DOC - the .DOC file.
   d. CURRENT.CFA - use to keep track of weekly scores/stats.
   e. PRE87.CFA - reference file of pre-season ratings.

2. DETECT20 - A BASIC program that will check any file on a disk and tell you what storage method it is stored in: ARCed, SCRUNCHED, etc.

3. READARC - A BASIC program that will display the contents of an .ARCed file without having to actually run the ARCX extractor program!

4. QUIKMENU.BIN - A .BINary load program that will create a game-loader menu on a disk. Does not need to have DOS/DUP on disk, just a formatted disk to write the loader too. Then .BINary or ML games can be copied to the disk.

Side 2 of the DOM will have a super disk utility program called Disk Master on it. Associated .DOC file also included.

Hope to see you at the meeting!

George Nelson,
8-Bit Librarian

"FIRST TIME JITTERS!"

I have now been a member of GRace for almost one year! And I fully believe that I have been able to enjoy the use of my computer 500% more than if I had never join, but that is not the reason why I am writing this article, exactly! I'm writing to make the point that there is always a time for firsts in everyone's life!

From the time one is born there are always first, your first day of life, your first birthday, your first day of school,and many more. Well, I did a first at the June meeting, I did a review of a piece of software that I own. Needless to say I was nervous at first, because I knew that most of the people there knew more about computer technology in there little finger than what I know in my whole body. But, then I said to myself why not at least try to add to there knowledge as well as my own. I felt this is a user group not a torture chamber and the worst that could happen is that I might submit some information that someone didn't know and in turn learn something myself.

→

Well, I'm still alive from my ordeal and you know something I did learn something from my experience. And right now by writing this article I'm doing another first, I'm writing a news letter for the GRace Newsletter! Folk's isn't this what it's all about! You never get anymore out of something than what you put into it! So for those of you who hav'nt done so already, get involved with GRace, write a newsletter or review a piece of software, you'll find it enjoyable and informative!

--Ray Byrd--

P.S.- A message to those who haven't been to a meeting in a long time, you're missing a lot of GREAT FIRST!

A FINANCIAL WIZARD

Do you dread the arrival of the bank statement? Do you know it will never balance to the penny? Ever wonder how much you really spent for gas for the family car? Food? Electricity?

If you answered yes to any of these questions, then you are ready to use that "game machine" for what it really good at. Number crunching is what I'm talking about. If you have a 48K Atari, Basic, and a disk drive or two you can find the answer to these and many other questions about where all the money you make is going to.

A Financial Wizard is a disk of programs that are completely compatible with each other and can finally give you a handle on your finances and what happened to them.

You start by figuring out where the money needs to go with the Budget program. This allows you to know if you are spending more than what you had really wanted for clothes or any other catagory. Did I mention you can have 22 major catagories for expenses and 1 for income. Each catagories can have up to 36 sub-catagories. There are even 3 major catagories for record keeping that doesn't affect your checkbook balance (i.e. kilowatt usage).

The real workhorse is Check Entry. With it you enter all your checks, ATM transactions, and deposits. THis is where you really set up the rest of the programs to answer your questions and balance your checkbook, right to the penny if you are accurate and in about 20 minutes or so. It is a very forgiving about mistakes and will not let you put a date like July 45 for example.There is error checking where it is possible. After you have entered your checks you can make use of the other programs on the disk.

There is Check Search to find out how much your wife spent on clothes this year. Or you can find out how much your tax deductable donations were at tax time without having to go through the shoe box counting slips of paper.

→

Tabulations and Bar Graph will let you compare what you spent compared with what you budgeted for and will even give you a hard copy to show the wife who says she only spent $30 on clothes.

Checkwriter will print your checks if you get preprinted checks. Won't your creditors be surprised when they get those fancy printed checks and begin wondering how you got so far up the social ladder.

Finally, there is Checkbook Balancer. It makes that task that almost everyone cringes about, everyone that doesn't have Financial Wizard, easy as pie. This program take the info entered with Check Entry and your bank statement and voilla a balanced statement. Like I said in about 20 minutes you can be back watching reruns of Facts of Life. And you said nobody balances their checkbook except by accident.

The whole package is well documented and comes in a hard plastic case that is good for storing. I rate this a 9 (don't believe in 10's) for everything from ease of use to price (around $30 I don't remember exactly).

GEORGE MARIN

THE X10 POWERHOUSE

If I told you that you could purchase a device that, when connected to your computer, would control 256 discrete devices or an unlimited number of non-discrete devices for under $30.00, would you be interested? Well, such a device has existed for some time! It is completely wireless and can control almost anything one can imagine, from lights to appliances, even the heat in your home!

The device I'm speaking of is the X10 POWERHOUSE. This thing is amazing! It has a real-time clock, day counter, programmable RAM and battery backup. To use the X10 you'll need an 850, an R-VERTER or the P-R CONNECTION. I prefer the latter for two reasons: 1) it's compatible with most programs that are set up for the 850; 2) its price: $59.00! With the P-R CONNECTION, if you don't have a printer interface, for a few more dollars than one costs, you also get two RS-232 ports. If you already have an interface, then for about 2/3 of what an 850 costs, you can have RS-232 capability.

First of all, the X10 comes with IBM software or no software, but does come with an extensive programmer's guide. Using only this guide, I was able to program the X10 to control everything in the house I wanted to. (Including my wife!!....just kidding!) The X10 sends signals through the wiring in your home to modules that are either plugged into outlets or ones that replace existing switches and outlets. The types of modules available are: Lamp(300 Watts

→

incandescent), 2 & 3 prong Appliance(15A resistive, 1/3HP motor, 500W incandescent or 400W TV), single and 3-way wall switches, wall outlet and thermostat.

The first three modules listed plug into existing outlets and the item you wish to control plugs into the module. I know nothing about the thermostat -only that it is available. Each module has two codes that you select to determine which of the 256 combinations will operate that module: house codes from A-P and module numbers from 1-16 (16 house codes times 16 module codes = 256 different codes). From the X10 you select a housecode and module number that you want to control, then you select the mode -normal or security.

Security will turn the selected module(s) on or off within an hour of the time you set, never at the same time as the day before. Next, select what day(s) you want (weekday, weekend, today, tomorrow, or specific days). Then the time is selected in the form HH:MM AM or PM. Next, the operation-on, off or dim. When dim is chosen, there are 16 intensities to choose from, 1 being dim and 16 being bright.

There are some limitations: the X10 can only store 128 events. An event is one or more modules with the same house code being dimmed, turn on or off. If you had house code "B", modules 1-16 on at 6:00 A.M., that would equal one event. If you chose house codes "B" and "C" module 1 on at 6:00 A.M., that would equal two events. If you change house codes or the operation time, or the operation, then you add events.

Once you have programmed the X10, it can be disconnected from the computer, unplugged from the wall, taken into a closet, plugged back in and it will continue with the correct time and all of the events stored in its memory. We come home to a softly lit drive and house each night, get into a warm bed in the winter and get up to warm lighting and fresh coffee each morning. Ah...What my Atari won't do...and it didn't cost thousands!!!

The X10 computer controller can be purchased at Radio Shack. The modules can be purchased at Sears, Radio Shack and through some mail order companies. Modules run from $10.00 to $20.00.

I think the X10 is one of the most satisfying computer accessories purchase you will make. It is not something you buy, use for a while and discard. It is something that gets used day in and day out!

The software I have will be made available to all, for the cost of a disk.

RON MOORE

MAJOR PROBLEMS WITH BBS

The Sysop has informed me that the GrACE BBS is down until he can determine the problem!!

editor

IBM COMPATIBILITY SOFTWARE

Programs for the IBM PC and compatible systems can run on the Atari 520ST and 1040ST systems with help of ***PC DITTO***, an emulation software program from Advant- Garde Systems.

The program supports most popular DOS programs including Lotus 1-2-3 and Symphony, Word Perfect, Desq-view, Framework, Dbase III Plus, and others with no additional hardware or coprocessors. The program runs software at 80 per cent of the speed of an IBM PC XT. The reason is that this emulator is software rather than hardware based.

It provides 1040ST users with up to 703K of usable DOS memory , and 520ST users with 384K of usable RAM. It imitates MDA and CGA graphics modes and users can boot DOS from a hard disk.

PC DITTO also fully emulates serial and parallel ports and supports 3.5 inch 720K disk drives and optional 5.25 inch 360K drives for the Atari. The emulation program is provided on 3.5 inch media.

However, the first version only works on the color system and does not support GEM or the mouse. The list price of $89.95 includes the program's first upgrade, due this fall, which will support monochrome systems as well as the mouse and MIDI ports.

PC DITTO is available from our friend, Bob Ehlers at Concurrent Technologies or from Advent-Garde Systems, 381 Pablo Point Drive, Jacksonville, Florida 32225, (904)221-2904.

Al Tompkins

NEWS FROM SENECA!

This month Royce Ridings has contributed a VIP worksheet (AMOR30.WKS) that (you guessed it) calculates loan amortization schedules for up to 30 years. Royce welcomes others to make changes and additions. He will be happy to discuss this worksheet with anyone who is interested.

A copy of the worksheet will be placed into the ST library.

Nice work Royce!!

Editor

conversations

I have been waiting for ST TALK PROFESSIONAL to appear for about three months. I am still waiting!

I decided that since the only response I get when I ask about it is "it's not been released yet (jerk)." (emphasis added). Therefore, I decided to go straight to the horse's mouth and call QMI (Quantum Microsystems Inc.). I got to talk to the 'head-man' himself, John DeMar, President of QMI.

He told me that ST TALK PROFESSIONAL was about six weeks away from introduction (I'm going to try to buy directly from QMI in the hopes of getting it as quickly as possible-- also do a review for the newsletter). Mr. DeMar told me of some of the new products that QMI has or is ready to introduce. Mr. DeMar has sent me a flyer describing the products that I will bring to the meeting. The products mentioned were:

1. DESKCART- cartridge based accessory
2. BB/ST- bulletin board system for the ST
3. DO IT!- a ms dos shell
4. GRAPHICS TABLETS/SOFTWARE- the tablets are 9x12 ($395)and 12x18 ($695) with driver software

I must say that Mr. DeMar was very courteous and very willing to talk about QMI's product line. I wish QMI and Mr. DeMar all the success.

From what Mr. DeMar told me about ST TALK PROFESSIONAL, it sounds great.

Ed Culbertson
Editor

GrACE NEWS

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APL ATARI USERS GROUP

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August 10, 1987

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Agenda for the August 12th Nominating Committee Meeting
(L-4 noon)

1. Proposed Slate
   a. Officers - President, Vice President, Treasurer, Secretary, Editor
   b. Steering Committee
2. Meeting Topics

Editor's Notes

I hope the heat hasn't melted either you or your computers. Summer will be over in a few weeks (Alex can't wait) and we will beginning our sixth year. Looking back, few people believed ATARI would last let alone our users group. But both are still growing.

I had hoped that this (and future) issues would be written on a MEGA ST, but they are not available yet (at least not in this area). So it looks like it will be December before I get my new machine. I decided that I would not get any new "toys" while I am teaching.

The next regular meeting will be September 9th. The meeting this Wednesday (the 12th) is a business meeting to produce a Proposed Slate of Officers and discuss meeting topics. Everyone is invited and encourged to attend.

I would like to thank Stuart

Bonwit, Hubert Bouver, Tom Criss and Jim Meritt for providing inputs to this newsletter.

If you find yourself in Michigan during the last week in August, you might want to attend the ATARI Magic Show in Southfield, Michigan (August 28th, 29th and 30th). See the last page of this newsletter.

DBASIC for the ST by DTACK

by Lynna Spornick

Last June I received the following letter:

June 16, 1987

Dear ATARI User Group Folk,

We have developed a very fast interactive BASIC for the ATARI ST computer, called DBASIC. You are not going to believe this, but we want everybody who has an ST to be able to use this BASIC without paying us a dime! (Explanation follows.)

We think the only good BASIC is one that everybody uses. We want DBASIC to be a good BASIC ... so it is not enough that it's fast and interactive (it is). Everybody has to use it!

So we are giving away a lot of absolutely free copyrighted DBASIC disk labels - the first printing was over 65,000 copies! We will soon have more of these labels in print than ATARI has sold ST's (in the U.S.). Which means that everybody can legally copy the DBASIC system disk as soon as we distribute those labels.

Distribute? Oh, yes.

We are giving way, free, 63 of these labels, plus a master disk or two, plus - get this - ten DBASIC manuals to each of 400 ATARI user groups in the U.S. You are one of those groups! These materials are completely free (honest)!

But we have just learned, via a mailing to 132 ATARI user groups which did not appear to have a valid UPS shipping address, that a lot of those groups either don't exist any more or have moved without updating their Compuserve listing. So we are only going to send our DBASIC Care Package to those user groups who are interested enough to invest a few minutes and 22 cents to confirm their (UPS shipping) address and their interest.

Enclosed is a benchmark comparison of interactive DBASIC to other currently available interactive BASICs, compiled BASICs, compiled Cs for the ST. [see the end of this newsletter, ed.] We hope this will interest you enough so you will send your valid UPS shipping address (no P.O. box numbers) to:

DTACK Grounded Inc.
1570 Pacheco B-7
Santa Fe, NM 87501

Sincerely
Hal W. Hardenbergh
Chief Marketing Idiot

P.S.: We have just finished shipping 1,660 free manuals to the old DTACK Grounded newsletter mailing list - we ain't kidding!

P.P.S.: Us dummies at DTACK Grounded (unlike certain of our competitors) aren't smart enough

to copy-protect the DBASIC system disks. But you knew that; nobody prints up 65,000 legally copyright disk labels and then gives them away if the disk is copy-protected, hmmm?

P.P.P.S: By selling DBASIC manal to (some of) the 193,000 U.S. ST owners who won't get a free manual, that's how! [we intend to make money.]

So I wrote them that we are "alive and well and would appreciate" their sending us the above mentioned items. They did and I have distributed copies to pockets of ST users. There is also a copy of the manual and system disk in the group library in 1W-153. By the way, DTACK has already sent us an update which I will put in the library.

Tom Criss has tried it and reported back that it is very fast but that it does not use GEM. It would be nice if some C users do some benchmark tests.

DTACK sells its manual for $42.95.

Terminal Emulators for the 8 bit Computers - downloaded by Jim Meritt

From Nick DiMasi, AT&T Bell Laboratories, Naperville, Ill.

There are a few good terminal emulators for the 8 bit.

Chameleon-emulates a VT52, ADM3A, and others ($19.95, ANTIC Catalog) [Ed. Notes - I have been using it for years.]
Kermit-emulates a VT52 (free)
VT100SQ-emulates a VT100 (free)

There is another VT100 emulator available to the 8-bit ATARIs. It is called OmniCom and runs on an 8 bit with the 80 column OMNIVIEW chip installed. I have never used VT100SQ, so I can't speak from personal experience, but I understand that OmniCom is an improvement over VT100SQ. Besides VT100 emulator (in 80 cols. of course), it also offers Kermit and Xmodem, and the latest version has ASCII capture and a print screen feature. I am quite pleased with it (I don't even have the latest version yet!). I have used the Kermit + VT52 emulator, and the old Chameleon and was more than ready for the 80 column.

From John Sangster, Berkeley.Edu

There are several VT100 emulation options. I'm running CDY Consulting's "OmniCom" program, which requires CDY's OMNIVIEW chip O/S replacement. This is commercial, and the combination costs around $50. On the other hand for the $50 you also get an 80 column word proessor and a general purpose 80 column editor device which you can use in your own programming. On the 800, I think CDY nowadays throws in a board containing the "OMNIMON" resident debugger program, which formerly sold for more than $50 by itself -- but contact CDY for details. Anyway, OmniCom does a very complete VT100 emulation compared to the others for the 8 bit ATARI and has the following features, many of which are missing from other emulators:

. supports Kermit, Xmodem, and ASCII send from file / capture to file (or to printer)

. has online "Print Screen" function for capturing short messages, e-mail addresses or other data on screen right to

the printer

. allows you to list directory contents when preparing to send or recieve a file -- you can check name of file to send or verify it's on the disk you thought or make sure the name is not already present when receiving.

I find OmniCom a real delight to use after running a couple of other terminal emulators without these features.

Then there is the ancient but honorable VT10SQ VT100 emulator. It doesn't support file transfer (at least the version I had did not)and also doesn't interpret any graphics (line drawing) commands. OmniCom does a lot more. VT10SQ is, however, available as a Public Domain program.

More recently (in fact even as we speak) John Dunning has put together and is currently enhancing a Public Domain port of Kermit 65 from the Commodore world to the ATARI. It has several terminal emulation modes, one of which is a VT100 in software, similar to VT10SQ but, like OmniCom, with a prettier front on the screen. It also has a 40 column mode and an 80 column mode in 40 column format with scrolling to show you the whole screen.

Any of the VT100 emulators that puts 80 columns on the screen must be used with a monochrome TV set or monitor, or one of the color monitors that have a separate chroma input (e.g. the Commodore color monitors).

What's New in the Library
(1W-153)

by Hubert Bouver

The following material has been placed in the group's library during July:

ANALOG and diskette - June'87
Compute! ST and disk - Aug'87
ANTIC and diskette - August'87
ST-LOG and disk - June'87
Compute! Aug'87
Home Computing Journal - vol 3
ST Applications and disk - July'87
Current Notes July/August'87

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WORLD OF ATARI FAIRE SANTA CLARA SHOW DEBUTS - "FINALIZED" ATARI LASER PRINTER - NEAR-BETA WORD PERFECT...& MORE

BY NAT FRIEDLAND,
ANTIC EDITOR, 6/21/87

With all the other Atari Fairs that took place during the past 12 months and the huge Consumer Electronics Show just three weeks ago, it was surprising to find so much new to see last weekend during the hastily - organized World of Atari Faire at the year-old Santa Clara Convention Center.

But several unfamiliar companies with impressive ST software made their Atari Fair debuts last weekend. And a near-production version of the Atari SLM804 laser printer had its first public showing. This report concentrates on products that have not been reported on

previously.

The Atari laser printer is smaller and lighter than most current models, but seems just about as fast and sharp. It was operating in Diablo 630 emulation with a 4MB Mega ST running a pre-release version of the Microsoft Write word processor with a WYSIWYG display. The laser controller board is in a modem-sized box cabled between the ST's high-speed Direct Memory Access (DMA) port and the printer. This controller box also has a second DMA port for connecting a hard disk.

This 300 dots-per-inch printer supports Atari's GDOS (which automatically uses the highest resolution available to a printing device). We picked up a selection of the sharp graphics and multi-font printouts that the Atari SLM804 kept churning out throughout the day. Late summer or September is the current estimated market arrival for the Atari Desktop Publishing System.

At a neighboring booth, Word Perfect was showing a near-beta version of the forthcoming ST edition of its bestselling word processor. The GEM-based software, due in September, looked extremely fast and powerful. It will list at $395 but is often discounted by more than 50% in the IBM version. The WP rep said that the company is working closely with Publishing Partner's developers to assure immediate desktop publishing compatibility for the word processor.

Programmers will love Omniware's new Edit/Booster, an ST text editor that also generates GEM code by mouse. Select "Draw A Circle" from a drop-down menu and the GEM code apppears in your program. The version currently on sale just works with C, but updates for GFA BASIC, Personal Pascal and Modula-2 are promised soon. Omniware, based in Bellevue, Washington also showed a desk accessory controller for the widely used Hewlett-Packard Laserjet printer and an H-P terminal emulator.

Iliad Software of Orem, Utah, another new entry, showed a powerful, user - friendly CAD / drawing program, Athena II, selling for $99.95. Athena requires a 1MB ST, but functions in either color or monochrome. Coming soon is a circuit-testing simulation program called Circuit Maker. The company was also showing a multiuser, multitasking operating system, PDOS, which is similar to the system used on 68000-based VME workstations.

A wide-ranging product line of specialized business applications for the ST was shown by Hi-Tech Advisors of Winter Haven, Florida. Their $199 titles included Church Manager, Service Station Manager, Video Store Manager, Inventory Pro and Sales Pro Plus. Mail Pro handles custom mailing lists and form letters for just $69. SBT of Sausalito, California kicked off a line of dBASE III business accounting modules based on the ST's dBMAN clone.

Beckemeyer Development Tools of Oakland, California showed their latest addition, a touch-screen restaurant menu system. The demonstration model for a Chinese restaurant was

almost frighteningly complete and efficient.

Two image scanners were shown at the fair. Navarone, of Sonora, California had a $1,239 ST system including the Canon IX-12 scanner. The simpler $99.95 IMG Scan from Seymor-Radix of Irving, TX used a small box that tapes to the print head of any dot matrix printer that supports graphics.

Old-timer Lou Schwing of Astra Systems was gleefully demonstrating the ruggedness of his HD+ unit which combines an 20Mb hard disk and a double-sided ST 3.5" disk. The HD+ was notably cool and even kept operating as he waved it in the air and laid it on its side. DeskCart, a $99.95 cartridge from Quantum Micro of Liverpool, New York is a real-time clock/calendar with a full set of Sidekick-type desk accessories including a filer, calculator, address book, notebook, macros, RAMdisk driver and other utilities. The cartridge format is claimed to save memory and operate faster.

The World of Atari was busy and profitable for most exhibitors throughout its Friday - Saturday run. The thriving Antic booth was showing upcoming ST graphics software from The Catalog -- Cyber Paint, a paint program that creates images for animation with Cybermate, and Spectrum 512, a smooth-lined, ultra-clear paint program that can display all the ST's 512 colors simultaneously.

PRODUCT NEWS

by Stuart Bonwit

The Monitor Box of JNL will be shipped to dealers the first of September according to a July 31 phone call to Jeremy Berger, CEO of JNL. The Monitor Box converts the RGB (red, green, blue) video from the 1040ST to NTSC (standard TV) composite video and rf. This allows the use of VCRs and standard TVs and monitors. (Note: the 520 ST has this capability built in!)

E I/O Products of Rockville, MD has announced three "ARTablets" for the ATARI STs. These are drawing tablets with an electronic stylus that allows direct access to X, Y coordinates on the monitor. It is similar in principle to the Koala Pad but with much more resolution (greater than the ST in hi-res). The ARTablet makes it possible to trace a drawing sketched on paper. There are three sizes: 6x9", 12x12" and 12x18", priced $395, $539 and $877 respectively. I expect to get the 6x9" to speed up drawing my animation frames.

MichTron has a new animator package called MAKE IT MOVE that supercedes THE ANIMATOR. I learned about this in a letter from them answering a question about THE ANIMATOR. Unfortunately, as they gave no details, I wrote requesting some. I will be describing and demonstrating THE ANIMATOR at the September meeting and hope, at that time, to have more info on MAKE IT MOVE.

A TOTALLY UNBIASED BENCHMARK COMPARISON, Part 1:
(LDW did it!)

NOTE: These benchmarks were prepared by LDW and published in an (apparently uncopyrighted) ad on page 45 of the May, 1987 ST Applications magazine. We added DBASIC, of course.

BENCHMARKS:

A) 1M empty FOR/NEXT loops
B) Integer calculations (see listing B)
C) Float benchmark (see listing C)
D) Calc. standard BYTE magazine benchmark (May 85)
E) Sieve benchmark size 7000; determine first 1651 primes
F) Screen output 1000 strings of 70 characters (50 x 20 lines)

Speed comparison (all times in seconds)

	INTERACTIVE							
	rank	DBASIC	rank	GFA	rank	Fast	rank	NEW ST
A	1	17.6	2	48.1	3	66.0	4	303.0
B	1	50.1	3	527.0	2	526.0	4	1100.0
C	2*	10.0	3	10.2	1	6.0	4	15.5
D	1*	3.56	2	6.0	3	7.2	4	16.3
E	1	0.87	2	14.0	3	16.0	4	38.27
F	1	9.66	2	23.3	4	256.0	3	226.63

	INTERACTIVE		COMPILED							
	rank	DBASIC	rank	GFA	rank	LDW	rank	Philon	rank	SoftWorks
A	4	17.6	3	17.1	1	6.7	2	12.2	5	379.0
B	2	50.1	4	168.2	1	4.3	3	111.0	5	2542.0
C	3*	10.0	2	8.7	1	3.5	4	30.2	5	150.0
D	3*	3.56	2	3.5	1	2.8	4	8.2	5	22.0
E	1	0.87	2	1.3	4	1.8	3	1.5	5	33.6
F	1	9.66	3	21.9	2	13.9	4	58.2	5	62.1

	INTERACTIVE		COMPILED C's			
	rank	DBASIC	rank	Megamax	rank	Mark Williams
A	3	17.6	1	5.7	2	6.7
B	3	50.1	1	6.1	2	6.3
C	1*	10.0	3	58.8	2	37.2
D	1*	3.56	3	11.9	2	10.4
E	3	0.87	1	0.46	2	0.48
F	1	9.66	3	63.0	2	42.7

* DBASIC uses a double precision floating point format while the other BASICS use a single precision floating point format, except for GFA, which uses 1 1/2 (6 byte) precision.

Listing B

```
10 FOR J%=1 TO 10
20 FOR I%=1 TO 30000
30 Z%=2/5+3*2+I%
40 Z%=2*3*5
50 Z%=2+3+4+5
60 Z%=Z%+Z%
70 NEXT I%:NEXT J%
```

Listing C

```
10 X=1
20 FOR I%=1 TO 1000
30 A=SQR(X):A=LOG(X)
40 A=LOG10(X):A=EXP(X)
50 A=SIN(X):A=COS(X)
60 A=TAN(X):A=ATN(X)
70 NEXT I%
```

A TOTALLY UNBIASED BENCHMARK COMPARISON, Part 2: (I did it!)

NOTE: The following comparison of interactive DBASIC to compiled C is completely unbiased. I know; I wrote it, just as I wrote much of the DBASIC code.

Only a cynic would suspect that I might be biased.

The secret to winning at benchmarking is to make sure that the things your program is good at are, um, well-represented. For instance, the LDW BASIC compiler is very good at integer arithmetic, so three of the six benchmarks LDW used in their ad feature integers (A, B, and E). I can make DBASIC beat any ST C compiler 99 out of 100 tries; I can also make a good ST compiler beat DBASIC 99 out of 100 tries. If you wanta win you gotta choose your benchmarks good. Here, I am going to use a different approach, and examine *categories of performance*:

1) **PORTABILITY:** No contest. C wins hands down because C was *designed* for portability. After you finish writing your ST checkbook balancing program in C, you can easily port it to the Sinclair ZX-81, the IBM PC, the Tandy Color Computer, and the Cray 1. DBASIC, on the other hand, was *specifically written to run as fast as possible on the 68000 microprocessor* and hence is deliberately, as a fundamental design decision, not portable.

2) **INTEGER ARITHMETIC:** No contest. C wins again because it is a compiled language, capable of global optimization. Also C does not check for integer arithmetic overflows, which saves time (DBASIC does check). As a result, a good compiled C is nearly twice as fast DBASIC on the BYTE Sieve benchmark, which is a good all-around test of integer performance.

3) **FLOATING POINT ARITHMETIC:** No contest. DBASIC wipes out both the good ST compiled Cs in floating point. DBASIC wins both the speed contest and the accuracy contest. That's partly because the C language *requires, as part of the language specification,* that single precision arithmetic *be performed in double precision.* It is also partly because DBASIC has a six-year-old, and hence very mature, floating point math package.

4) **STRINGS:** This is a tough one. Computer experts agree that BASIC, in general, has much better built-in string-handling facilities than C. DBASIC, which emulates the industry-standard Bellevue strings, wins on convenience. On elapsed time? We've never seen a reasonably standard string benchmark. C might win, but the programmer would have to make a heroic effort because C simply does not have good built-in string capability. We're going to award this one to DBASIC.

5) **DISK THROUGHPUT:** No contest. DBASIC wins. All the ST compiled Cs use TOS because C is about *compatibility*. DBASIC is about *speed on the 68000 and ST*, and so uses a DOS which is nearly twice as fast as TOS.

6) **INTERACTIVITY:** No contest. DBASIC obviously wins because it is interactive; the ST compiled Cs obviously lose because they are not interactive. What could be simpler?

7) **MATCHING ASSEMBLERS:** Tie. Both DBASIC and the ST Cs include 68000 assemblers. (Ours is faster because it is written in assembly, but it's almost undocumented right now.)

8) **SCREEN OUTPUT:** We're including this for the same reason LDW did: we beat everything in sight! (LDW did not know about DBASIC.) But Megamax must have an awful lot of lead ballast in its screen output code; it is over six times slower than DBASIC. The Unicorn is over four times slower. Well, I told you that if you want to win, you have to choose the right benchmarks!

9) **THE BOTTOM LINE:** Obviously, the language you choose depends on how much time you want to spend learning it and what you want to do with it. I can't tell you whether DBASIC or a compiled C is better for you because I don't know what your needs are. I will say that, as interactive BASICs go, *DBASIC goes damn fast!*

The Atari Magic Show
August 28,29,30, 1987
28111 Imperial Dr.., Warren, MI 48098
313-751-8291

July 1, 1987
Atari-Magic Show
28111 Imperial Dr.
Warren, MI. 48093

Dear Fellow Atarians:

The Michigan Atari General Information Conferance (MAGIC) and Atari Corporation will host a computer show at the Southfield Hilton Hotel from Friday, August 28, through Sunday, August 30.

We would very much appreciate it if you would pass the word on to all of your members, through your newsletters, and bulletin boards, about our show. Atari shows held in the past have had some difficulty in getting the word out to everyone, and many users did not find out about it untill it was all over.

Enclosed, you will find several Atari-Magic posters. Please pass them out to your members, and if possible, post them at your local computer stores. If you need more, please contact me.

Also, at the request of several area user groups, we have set aside a limited number of booths for your use. These booths will be given out on a first-come basis, so if you plan to have your group attend our show, please contact me as soon as possible to reserve your booth. At this time, we plan to charge only the cost of the booth to us ($35).

We are also looking into hosting a round-table forum, to discuss problems user groups are having and to swap ideas. Sandi Austin, Atari Usergroup Coordinator, will be invited. If any of your officers would like to attend, please notify me as soon as possible.

In exchange for your assistance in getting the word out, we are offering user groups discounted tickets on a pre-sale basis. Prices are $4 for a one-day ticket (regulary $5), and $8 for a 3-day pass (regularly $10). Tickets must be ordered by August 1 from the above address. All seminars, exhibits, and the MIDI concert are included in the price of admission.

We are putting together an out-of-town tourist kit that will include maps, hotel information, and tourist spots and attractions, in the Detroit Area. If any of your members would like a kit, please contact me. We have worked out a deal with the Southfield Hilton for discounted rooms for visitors to the show. If you plan to stay overnight, we strongly recommend you stay here, since it is extremely convenient to the show (right downstairs!). The regular price of these rooms are around $100, but we will be offering them for $55-65, depending on the number of occupents. To get these discounted prices, simply inform the hotel reservation desk that you are coming to the Atari-Magic show. The hotel has a swimming pool and tennis court for it's guests. Call (313)557-4800 to reserve your room.

Finally, because this show is still being put together, it's hard for me to give you all of the details. But here is what your members can expect at our show. Hybrid Arts will be hosting a MIDI-MAZE contest. MIDI-MAZE is a new multi-player, multi-computer maze game. We plan to use 16 Atari-ST computers! There will be prizes awarded to the best players. First prize will be a CASIO keyboard, plus software, valued at over $800!!

Hybrid Arts will also be hosting a fantasic MIDI concert, with several professional musicians demonstrating the musical power of the Atari. These concerts were held at a couple other fairs also and were a great hit! No show times have been set yet, but I will keep you informed.

Because this is being held in late August, you can expect to see many of the new Atari products at the show. At a recent show held in May, Neil Harris stated that many of their new products, such as the Meg-ST, SX1200 modem, Lasar printer, and PC clone computers, will be in full production in June.

Also, many new products shown at the CES show in Chicago in June should also be available for our show.

Over 30 vendors are expected to attend, including Atari Corporation, Astra Systems, Alpha, Disk Publications, Michtron, Hybrid Arts, Electronical Software, Analog, plus several local computer dealers. More vendors are signing up every day!

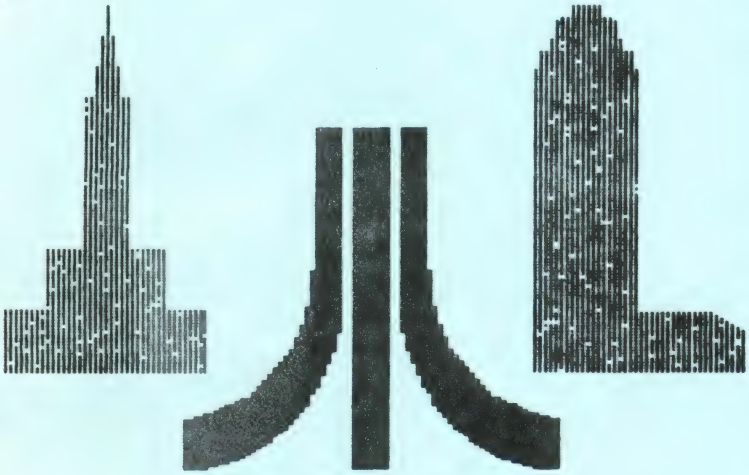
We have set up a hotline so your members can keep up-to-date on all the news. The number is 313-751-8291.

If you have any questions, or wish to order tickets or reserve a booth, please contact me at 313-736-4544, or call my BBS at 313-736-3920.

Thank you for your assistance,
Jerry Cross

UserGroup Coordinator
G3426 Branch Rd.
Flint, Mi. 48506
(313)736-4544

ISSUE #73 AUGUST 1987



IN THIS ISSUE!!!

130XE KEYBOARD FIX

XM301 MODEM PROBLEM
AND REPAIR

EMULATORS ARE A COMIN

FOR THE ST

and more!!

THIS NEWSLETTER IS FREE TO ALL ATARI COMPUTER ENTHUSIASTS OF CLEVELAND MEMBERS

50 CENTS FOR NON-MEMBERS

THE CLEVATARI NEWSLETTER IS THE JOURNAL OF THE ATARI COMPUTER ENTHUSIASTS OF CLEVELAND, AN INDEPENDENT USERS GROUP

SUMMERTIME FUN!!

NEWS FLASH

Several new developments are happening for the 8 and 16-bit ATARI/ST computers which will have a profound impact on all of our futures.

1)SUPERSOFT, of Sudbury Ontario, is developing an IBM compatible cartridge for the 8-bit ATARI computers. The cartridge contains a special ROM/CPU that enables it to run both MS-DOS software and CP/M.
Called "SUPER-CART", this piece of hardware, when inserted into the cartridge slot of an ATARI 130XE will allow such programs as; LOTUS 1-2-3 and FLIGHT SIMULATOR for the PC to run perfectly.
If additional memory is needed, another cartridge called, "SUPER-RAM" hooks on top of SUPER-CART. This allows a 130XE to run GEM type windows. There is also a special cartridge for the 800 which gives it an additional 72K and internal software to mimic the 130XE. In order to use the SUPER-RAM cartridge in the 800, a ribbon cable is needed to connect the SUPER-CART cartridge to the SUPER-RAM cartridge to overcome the 800's closing hatch problem.
Another development by SUPERSOFT is an 8-bit to 16-bit emulator. A T-bar shaped cartridge installes into the cartridge slot of an XE. A small box is pluged into the back of the I/O port of a 1050, then connected with a cable to an ST disk drive. The result is the ability to run ST programs, like AEGEIS ANIMATOR, on an 8-bit computer.
SUPERSOFT is awaiting permission from ATARI to release the emulator and "...iron out just a few small inefficiencies in the speed of operations software Rom. It will sucessfully emulate the blitter chip in the final version".
The best part is the price for all of this new hardware. SUPER-CART, SUPER-RAM and SUPER/ST-CART will each be priced at $99.

Remember Darek Mihocka? He's the 20 year old "whiz kid" from Canada who created an 8-bit emulator for the ST which uses an image of the "copyrighted" ATARI OPERATION SYSTEM. Well ATARI has finally decided to allow Mihocka to use their ATARI code in his emulator provided he publish the source code for his emulator. Some of the capabilaties include; Sound, GTIA graphics, DOS menus, Joystick control and Player-Missle graphics. For more information read the June issue of COMPUTER SHOPPER pg.142.

In Mechanicsburg PA. Steve Jones, of JONESWARE, has developed a emulator to run 8-bit programs on an ST. A picture on an 8-bit takes about 45 seconds to load. Loading by the emulator into the ST takes about 120 seconds. Planned improvements shoud eventually reduce this loading time to approimately 60-70 seconds. At present the emulator still lacks sound or missle graphic capabilities. As reported by SPACE PROBES July issue 87, "Development is continuing to speed up the emulator by using an optimizing routine to allow more efficient time... The present speed of operation is estimated to be 70% of a normal 8-bit computer...
Unlike Michocka, Jones uses a cartridge emulator similar to the MAGIC SAC cartridge made by DATA PACIFIC (this avoids the problem Michocka had with ATARI). Jone's emulator uses the operating

system ROMS found in the particular system being emulated. You can expect to find this emulator available around Christmas of 87. The cost is estimated to be approximately $50 without the ROM'S but does include all necessary hardware. Jones is also making available special cables to connect a 1050 drive or 850 interface to the RS232 port of the ST. It is planned that the emulator will also be capable of adapting mouse and midi operations.
Jones has also developed an emulator for the FRANKLIN (APPLE CLONE) computer and is working on a emulator for the COMMODORE computer
For more information write; JONESWARE, PO Box 7037 Mechanicsburg, PA. 17055.

AVANT-GARDE SYSTEMS of Jacksonville FL. has developed a program called PC-DITTO, which turns your 520/1040 ST into an IBM-PC compatible computer. This program will run everything from LOTUS 1-2-3 to TURBO PROLOG. As described in Jerry Pournelle's editorial, (June 15th issue of INFO WORLD), "...There's darned little software it wont run... this thing will boot DOS from a hard disk, imitate both monochrome and CGA, and run both serial and parallel ports".
For more information write; Avant-Garde Systems 381 Pablo Point Drive. Jacksonville, FL. 32225 or call 1-901-221-2904.

FOR THE ST

FDI
by Rod Waehner

A FLOPPY DISK INDEXING PROGRAM

FDI is a program in our ST library which will help ST owners catalog programs on their "floppy" disks. It gives a complet index of the files, which disks they"re on, when they were last updated, and room for discription and comments. The program, which comes with complet documentation, is easy to use and should be a big help for those persons who have large disk collections or have trouble keeping track of where individual programs are.
For more information contact our ST Disk Librarian, George Neff Sr.

JUST A REMINDER!
September's meeting will take place at our regular location, The Natural History Museum. The meeting will be held downstairs in the Double Class Room.

SPECIAL TREAT FOR OCTOBER
Starting with the October meeting we will all get to see all of our demos on the museums brand new Sony seven and a half by ten foot projector screen. The word form Bruce Frumker is that the sharpness of image and color saturation have to seen to be believed.

XM301 USERS BEWARE!
by John E. Suchy

Some of the XM301 modems shipped by ATARI have had deadly quality control problems. In particular, up to four unused wires at the modem and of the SIO cable have been left to dangle dangerously in some units. The cure is simple: open up the modem and cut the unused wires short enough that they can't short to anything. This voids the warranty. HOWEVER, this problem does NOT KILL the modem! It kills the computer, which is then not

KEYBOARD PROBLEMS

by John E. Suchy

It's summer! The sun is out and the beaches and parks are a lot of fun. That is when the heat and humidity don't get to you, or to your computer. ????

That's right, I said "to your computer." For some reason, this time of the year is hard on hardware. Especially at risk are the keyboards on the new ATARI XE line.

The reasons for these failures aren't very clear, but every summer we at B & G get a rash of 130XE's (and now 65XE's) with bad keyboards. Some of the factors are size, materials, and weather. Size has become a problem because ATARI, to keep costs and consumer prices down, squeezed all of the keyboard wiring onto one side of one sheet of plastic for the new models. This made many of the wires extremely thin. The same reason -- cost -- prompted the company to switch from the solid copper printed wires to a thinner form of deposited wires. As a result, any time the weather gets hot and humid, the wiring corrodes, and it takes very little corrosion to open a wire and kill one or more keys. There is also a good probability that the acid in the air from industries accelerates the corrosion.

So what can you do about it? First, if you have air conditioning and can afford to, keep it on all the time in humid weather. The cooling action removes the moisture and pollutants from the air. However, turning it on after a room is already muggy can cause moisture to form on anything in the room, including the computer! If you don't have this luxury, then find the driest place in the house for your computer: basements are out. Prevention is great, but what if you already have a problem? Such as: suddenly you no longer have keys V, F, R, 4, 7, U, J, or N? And it's not under your warranty? Then you have to fix it. ATARI will be happy to sell you a new keyboard for about $25, which you must then install yourself. We, at B & G, will repair your old one for the same price including installation. Or you could tackle it yourself.

To repair your own keyboard you need:

1. Two Phillips screwdrivers, a #2 and a #1 or #0
2. a very fine paintbrush,
3. a pointed knife
4. a bottle of automotive rear-window-defogger repair paint.

Also, a very steady hand and a lot of guts. First, you turn your computer over and remove the four screws with the #2 screwdriver. Turn it back over and lift the cover off. Now remove the keyboard by lifting straight up. (Pull the plastic cable out near the connecter to prevent undue stress.) Turn the keyboard over and remove it's 20 screws with the smaller screwdriver. Remove the metal backing, then take the foil-sheet to a well-lighted work area.

Now the fun begins! You must find the open trace(s) either with an "Ohmmeter" or by eyeball. Luckily, from the back of the sheet the bad section looks black while most of the wiring looks silver. Next, turn the sheet over and cover the bad section with the repair paint. Then scrape any paint away from contact with other wires with the knife. Now you can re-assemble everything, making sure that the foil side of

the sheet fits toward the keys. Finally, try the computer -- keeping in mind that you may have to do it all over again if it didn't work the first time or next time the keyboard dies. That's the problem with the above "cure": There will be a next time in this climate.
The good news is that Best Electronics in Californis has made a sealed foil-sheet available which Joe Adato or B & G can install for $35. While it looks like a final cure, we'll let you know for sure next summer.

Happy computing!

LABEL MAKER FOR THE OKIMATE 10 PRINTER

by George J. Neff Jr.

I created LABEL MAKER for one good reason, to help identify disks. I am using it to do basically the same thing that Barbara and Ian Carlstrom use it for with the Disks of the Month. Which is to print out a label of what the disk is for. This is not to be confused with printing a directory of the disk.

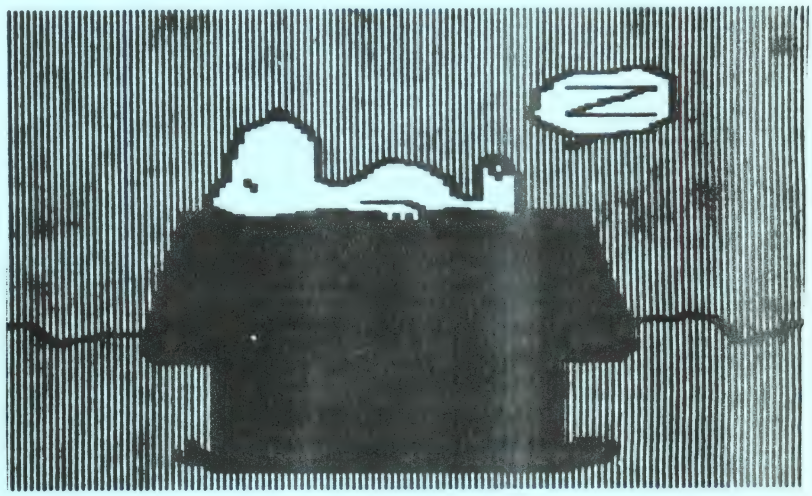
Most of the program is self explanitory:
(1) You are asked to give a disk indentification number.
(2) you are then asked for a disk title.
(3) The program asks you to give a disk type, i.e. binary or basic etc.
(4) You are then given the opportunity to enter a comment line. This line can be up to 30 characters in length.
(5) Now you will see an enlarged version of what you've entered onto the screen asking you if it is correct.
(6) If it is correct your OKIMATE printer will start printing the label.

The labels I use are 3&1/2" by 15/16". Anybody who owns a OKIMATE PRINTER knows that the margins do not shrink that far down. To overcome this problem I line up the tractor feed holes of the left side of the labels with the corresponding holes of a standard sheet of printer paper. The right side is just tape to the paper.

As far as I know this program can be used on just about anykind of printer. On line 301 of this program their are special character strings for the OKIMATE printer. In order to use a printer other than the OKIMATE just exclude this line from the program.

This is the second actual working program that I have written, any modifications to improve it would be very appreciated. I would also like to known about them. My phone number is 486-8914.

Thanks,
George J. Neff Jr.



WE'D LIKE TO SEE SOME NEW FACES

CHRISIMAS IN JULY
A wish list
by I. F. Carlstrom

I sit here at the end of July in the dog days of summer waiting patiently for a drop of rain so that I don't have to water my lawn. As August approaches along with a deadline for the August newsletter, my thoughts naturally turn towards Christmas. One nice feature of the Christmas season is that it is a time for putting together a wish list. By now we have learned that Santa Claus doesn't always oblige. Wish lists may remain unfulfilled dreams. But even unfulfilled dreams can direct us down new and interesting paths. I present here a wish list for Atari knowledge and Atari software. I am not looking at the great fantasies, those wondrous possible faerie castles such as a full scale 8-bit desk top publishing system or even an actual appearance of the Dungeon for Alternate Reality. Even great dreams are worth dreaming, but the Christmas wish list is always more effective when there is a chance that the earthly "Santas" of our own house have a chance of filling them.

There are many things that I do not yet understand about the Atari and many programs that I would like to see written, where I lack either the expertise or the time to write them. However, I have another motive for presenting my list. I have hopes that you will be prodded to present your own. Are there questions about the Atari that you would liked answered? Are there programs that you would like to see written to fulfill a need that you or your friends might have? Often the most creative step in the generation of a new program is the discovery of the need. Such needs were much easier to perceive at the dawn of the personal computer age. In front of us there sat a new computer. On the shelf next to it rested an address book. Suddenly an idea! Wouldn't it be great if we could if we could keep an address book in our computer and automatically print out our Christmas mailing labels! With this idea came the birth of a mailing label program. The rest was just the mechanics of programming. Those of you who have never programmed may well have never noticed the possibility that you could still make important contributions towards programming. The major creative step is the original wish.

Even if you have no dreams of your very own special computer program, you may have questions. Your question can stimulate an answer from someone and generate a new interesting article for our newsletter. When I served as newsletter editor I followed in the footsteps of my counterparts throughout all user groups and systemmatically begged for articles. However, I recognize there are two basic steps in prodding an article out of others. The first is getting them started on the project. The second is providing them with an interesting topic. The response - "hey, I can answer that question!" - can often accomplish both steps. Whether you have great dreams or simple questions, drop me a line or give me a call (371-2732).

But onward to MY wish list. Since this is to be my personal list, I will begin with a program that I would like, even if it might not have wide use by others. As a creator of the Disk of the Month,

of the Month, I often have to make multiple copies of a disk. Currently I use the public domain program, COPY130, for this purpose. It allows the entire contents of a single density disk to be stored in my 130XE. Once the contents of a disk have been loaded, I need only format and write to a disk. In this way a copy of the disk can be made in less than two minutes. While this is quite wonderful in comparison to the olden days, I can certainly imagine improvements. Below is a list of some of the features of my dream copy program.

(1) The program must be entirely reliable and bug free and it should run as fast as possible, especially while writing to the disk.

(2) The program should check for empty sectors and not write them. COPY130 always writes all 720 sectors. John Suchy wrote a program called "White Rabbit" that partially achieves this effect; but his program won't work with Print Shop Icons and other disks that don't use Atari DOS.

(3) It would be very convenient if such a program could have one disk drive format a disk and then immediately go on to copy a program to a second drive while the formatting continues. I do not know whether this is technically feasible; and I would appreciate your comments.

(4) It would be very useful to be able to restrict the copying to specified sectors. In this way multiple copies could be made of enhanced density and double density disks by copying half of a disk at a time. With this capability, even the older Atari 800s could be used for efficient disk copying.

While my first dream may not be of general interest, I can imagine a second program that would be far more popular - a new Print Shop utility. Many people already go to elaborate lengths to get multicolored cards with Print Shop. To do this you need merely print the page in one color, carefully loosen the paper and pull it back to the original guiding holes, change ribbons, reset what is to be printed, and print again. The result might be a black border, red type and a green icon. At this point only a small additional step is needed to get multicolored icons as well. Someone must draw several coordinated icons, with a separate icon for each color. The appropriate color could be attached to the name of the icon, e.g. FLOWER-RED, FLOWER-GREEN, FLOWER-BLACK. With patience current icons could be colored in this way. You need merely begin with a flower, erase all but the leaves, and save it as GREEN. Load it again, erase all but the petals, and save it as RED. Such work could make useful additions to our icon library and you would need more patience than artistic ability. More interesting, however, would be a utility that aided this process. Only BASIC programming would be needed. Current Print Shop utilities could be used as a starting point and for Print Shop DOS commands. Anyone interested in such a project?

My wish list could continue for some time; and I may add to it in future issues. For now I will close with one final request. While I have several short programs which allow access to a single disk sector, I have no easy way to access the sectors of the RAMDISK. It would be very convenient to have a simple

USR-function to achieve this from BASIC. Specifically, such a USR-function might be stored in a string DORAM$ and accessed as X=USR(ADR(DORAM$), ADR(ST$), SECNUMBER, DIR). Depending upon the value of DIR, the USR-function would move the contents of the RAMDISK sector SECNUMBER to or from the string ST$. I can envision several interesting programming techniques that would become available with this final "dream program."

IF YOU WANT MORE ARTICLES, WRITE SOME!

B-G ELECTRONICS

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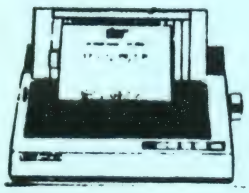
STAR NX-10



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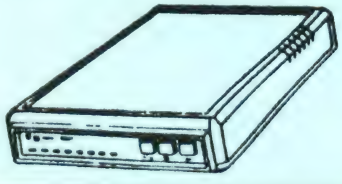

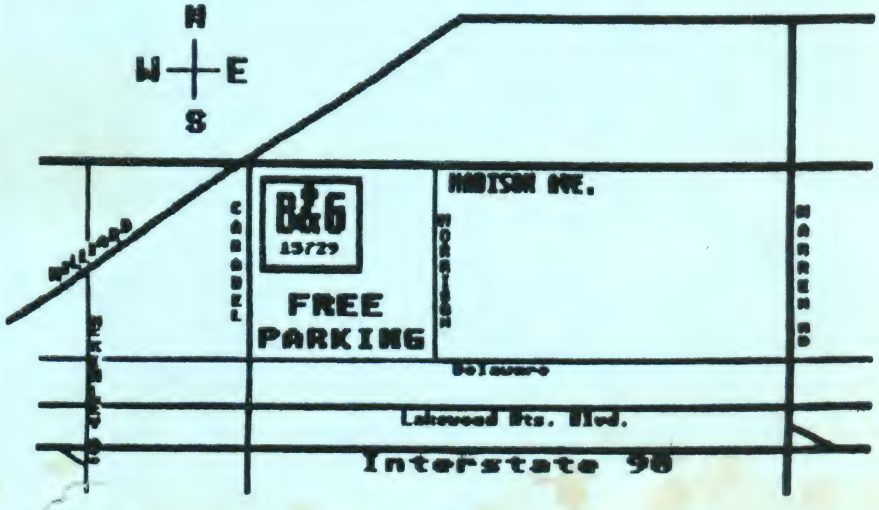

****
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NEWSLETTER EXCHANGE:	2769 Derbyshire Rd, Cleveland Hts 44106
CONTRIBUTING EDITORS:	Phil D'Angelo, Ian Carlstrom

****

To become a member: see the treasurer before the meeting or during the intermission.

To submit to the newsletter: We accept any type of readable text, but program listings ust be submitted on tape or disk from a working copy. We prefer that the text be submitted both in print and on tape or disk. Text from any common word processor is acceptable. We can provide you with public domain word processors.

Program listings, both long and short, are particularly welcome. However, we are also intrested in reviews, tutorials, and articles of general computing interest. The editors will make final decisions as to the suitability of articles, but we will usually print anything submitted.

In addition to articles and programs, we also seek computer art and letters to the editor.

****

CLEVATARI NEWSLETTER
2769 DERBYSHIRE ROAD
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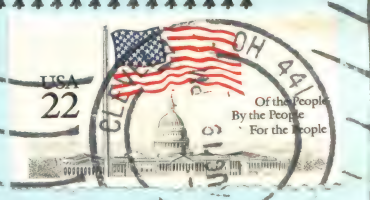


TO:

SACG Exchange
c/o R. P. Mulhearn
8 Crescent Road
Pine Brook, NJ
07058

PACENET

PHILADELPHIA ATARI USERS' GROUP VOL. 5, NO. 8 AUGUST 1987

THE PRESIDENT'S PAGE

by Edward J. Wharton

The July meeting was my first as the new SIG leader of the ATARI group. Apparently, we fell victim to the motto: "things don't always go the way you want them to". We didn't have all of the equipment needed to run the demos that were planned for the meeting. So we were unable to do any demonstrations.

Attendance was smaller then normal. But that's understandable as it was a beautiful summer Saturday. However, I feel it was really sparse due to the fact that many members were away on vacations

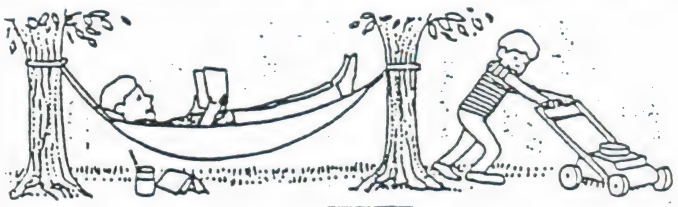
I opened the meeting with a discussion of the group's financial condition. I discussed plans for the future. We talked about getting computer equipment for the group and ways to pay for it. Since that meeting, I was able to purchase an ATARI 800XL for our group with money from ourtreasury.

Speaking of treasury and revenue, we tossed around the idea of a software raffle at the meetings. I like the idea as it would also stimulate software sales and we could ask the "lucky winner" to demo the "prize program" at a later meeting. AND perhaps have the winner write a review for our PACENET. But of course, it would also help to raise money to help our dwindling treasury so that we may be able to purchase the rest of a computer system for the group. However, there is one thing we need: someone to run the raffle. This person/s would sell the tickets at the meetings, as well as buy the prizes. If you would like to volunteer, please see Jay Freedman at the meeting.

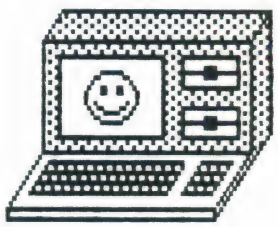
We also discussed ways to make PACS and the PACS ATARI USER'S GROUP more well known. We decided to have fliers printed. These flies will be available at the August meeting. PLEASE take some, and distribute these in your favorite software outlets, schools, and libraries.

Rich and Jay talked about the PACS BBS and all is going very well. An interesting fact was mentioned and that was, "we have one of the busiest SIG's on the board". If you have a modem and have not yet received access to the PACS BBS, see Rich or Jay at the meeting, or call the PACS office. You need to tell them your name and PACS ID number, and a letter will be sent to you telling you the phone numbers and your password.

We would have had a demo of Amodem 7.5 (the newest version of the public domain modem program) but, as I mentioned earlier we were short some equipment. Amodem 7.5 has some very nice features: autodial, micros, advanced xmodem CRC, and Ymodem. Eric Zwirnmann (our librarian) will try again at the August meeting. Copies of Amodem 7.5 for Hayes compatible modems and the 1030/XM301 modems will also be available at that meeting.



HAVE YOU CHECKED THE



HAM & CHIP FESTIVAL?

COMPUTALK TCS

by Ed Wharton

There is a new on-line service available to Atari users. It's called COMPUTALK TCS. COMPUTALK is a Texas based BBS run on 6 Atari 800's linked together. You may have read the review of this service in the July ANTIC magazine. The BBS can be called long distance or through PC-Pursuit.

They are offering our group a special: one month of free access to the system. They are also offering a 6 months on-line rate for only $10.00 (the normal rate is $15.00 for 6 months). This system has been in business for 6 years, with support for both Atari 8-bit and ST computers. It features E-mail, 9 message bases, 9 on-line adventures, user forums, and surveys. If you would like more info you can see Jay Freedman. Jay has more information on this BBS including a special ID number and password so that you can try their system. way to try this If you would like to try this BBS see Jay at the meeting. The ID and password are valid through 9/18/1987.

1987 ATARI USERS' GROUP OFFICERS

PRESIDENT:	Ed Wharton	423-6233
VICE-PRESIDENT:	Jay Freedman	657-2369
EDITOR/SECRETARY:	Lucy G. Rhoda	635-1009
DISK LIBRARIAN:	Eric Zwirnmann	342-8263

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Call 635-1009 for more information.

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NOTE: The deadline for any ad is the second Saturday of every month in order to be in that month's newsletter. Therefore, the ad is due on September 12, 1987 in order to make the September issue of PACENET.

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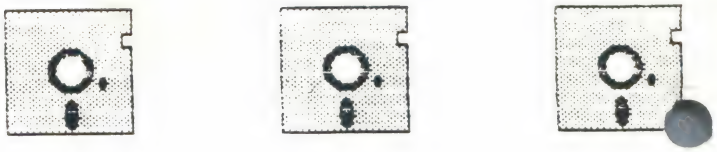


THE ATARI LIBRARY: WHAT'S NEW

by Eric Zwirmann

Well, here it is, the first article from your newest Atari 8-bit Librarian.

First off, I would like to report some good news and some bad news. Most people prefer to hear the bad news first and then the good news to make them feel better!!! The bad news is that the July and August issues of the A.N.A.L.O.G. magazine disk have not arrived yet. Perhaps the heat of the summer sun has delayed its delivery. Or maybe everyone in the mail office went on vacation!! Whatever the case, as soon as they come in, I will inform everyone of its arrival.

Now comes the good news for you all. The good news contains several items of interest. The new disk of the month is a creation of Print Shop disk with graphics on side one. The disk also has some interesting border graphics on side two. Please note that these borrder graphics will only work if you have a version of Print Shop that has been "revised" with Broderbund's Print Shop Companion disk. The original Print Shop will not be able to utilize this disk since it is unable to load the border graphics. No provisions were made on the original Print Shop asking for loading borders or fonts from another disk like it does with the graphic designs. Therefore, you cannot use the neat borders unless you have the PRINT SHOP COMPANION. However, you can still use the graphics on side one of the disk. AND maybe when you someday decide to upgrade your 8-bit computer, you'll be able to purchase the PRINT SHOP COMPANION and utilize all the features it has to offer, as well as those obtained from our ATARI library.

The next item of interest is that there are two new terminal programs available to our members. Amodem 7.5 (for most modem types) and Express! 1030, Version 3.0 (for 1030 and XM301 modems). These two programs are both available on the same disk. However, they are not listed in the libraray catalog because the programs are in the Beta testing and may contain a "bug" or two.

That's all for this month. In the months to come, we will be putting out a new Educational disk and Games disk. Also, if anyone has any programs to donate to the library, we can use them!! We're especially interested in some Print Shop graphics so that I can generate another graphics disk to the library. Please submit them to me. Remember, when you donate a disk, you can obtain a disk of your choice from our library collection FREE.

NEWS AND QUIPS FROM OTHER USERS GROUPS

by Lucy G. Rhoda

I decided to get caught up at this time on my reporting of what I have read from newsletters from other groups. The following tibit is one of many that grabbed my attention. I thought I pass it on to those members who have not try GEnie and have heard about this system at our meetings. I found this in the April issue of MILATARI (Milwaukee Area Atari Users Group) by Ron Friedel.

GEnie

GEnie (The General Electric Network for Information Exchange) is offering a special incentive to user group members if we sign up for GEnie before Dec. 31,1987. The normal $18.00 registration fee is waived. The only fee that will be charged is the normal non-prime time rate of $5.00 per hour of use at either 300 or 1200 baud. For the free sign-up, just follow these three easy steps (make sure to have a major credit card or checking account number handy to set up you personal GEnie account):

1. Set your modem for half duplex (local echo) at 300 or 1200 baud. ASCII translation.

2. Dial (toll free) 1-800-638-8369. Upon connection, enter HHH.

3. At the U#= prompt, enter XJM11887,Atari and press [RETURN].

If you have any problems or need additional assistance, call 1-800-638-9636.

Here's some news that was given to me by Dave Mohnach. He got it from COMMUNICATION BRIEFINGS, "BOARDROOM REPORTS" (July 1, 1987). I'm glad he was able to catch it and pass it on to us.

OLD FLOPPY DISK DANGER!!

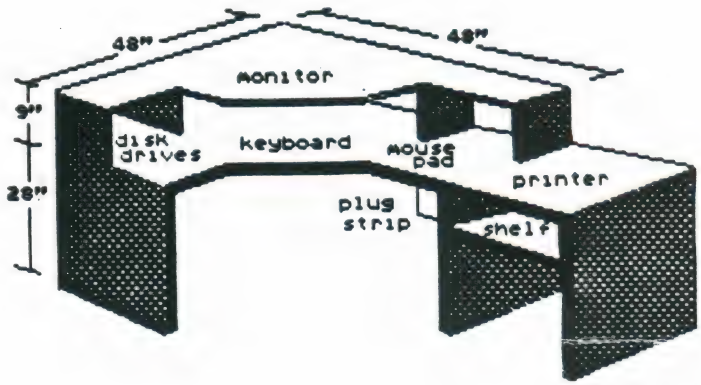
Important information stored on floppy disks can be LOST if it isn't copied to another disk at least every 18 months. The TRAP is that the magnetic oxide used to coat these floppy disks begin to deteriorate in two years of less from the time it was applied to the disk. The only alternative to this program is of course to transfer the data to a hard disk that isn't prone to deterioration.

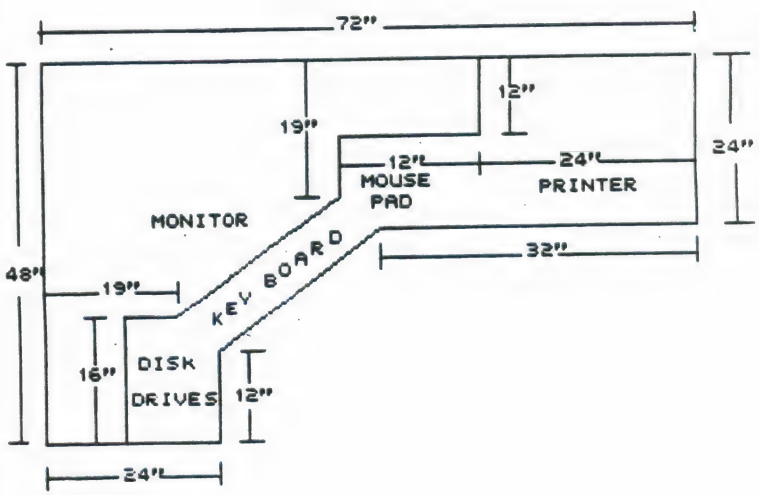
Then there was this article with an idea that I like that I decided to pass it on to you. It has occurred to me that my fellow PACENETTERS might be handy and like working in capentry. This one is from the an issue of JACS (Jersey Atari Computer Society). This author-handyman has given us the "blueprint" for a neat computer center.

COMPUTER CENTER

by Bob Tolbert

Many of you have had a desire to build your own computer center. Well, I have done just that!! You might like to see what is possible, so here is a copy of the plans that I have created using DEGAS ELITE. I hope that you find this design as funtional as I have.





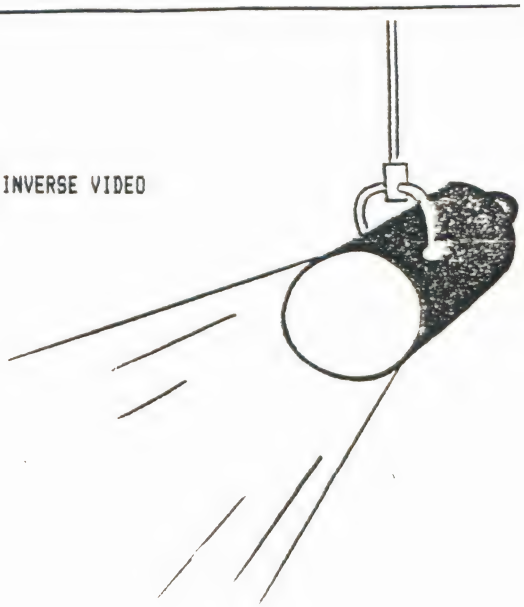
Computer Desk

By Robert Tolbert

WINDFALL

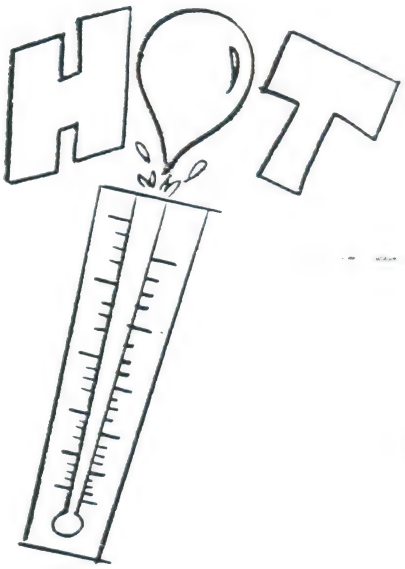
by Dave Mohnach

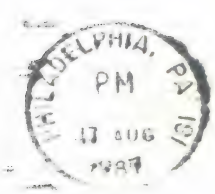
Here is a short program that I wrote that will determine how long your money will last through the years. For example, if you had a million dollars (everyone's dream!!), this program will let you know the years that it will last to live on that sum. It will tell the principle, yearly interest rate, number of withdrawals per year, and the amount of withdrawals. Remember, the higher the take out or your money will last forever. I have also included a printer option to print out your listing with the years the money will last as well as the money left over each year. Enjoy playing around with this program. It certainly will help you plan your own retirement!!



```
10 REM * WINDFALL.BAS     *
11 REM * APRIL 1987       *
12 REM * BY DAVID MOHNACH *
20 REM
21 REM LINES 165 & 482 EVERYTHING IN "COUNT  MONEY LEFT  YEARS" SHOULD BE INVERSE VIDEO
60 POKE 752,1:REM TURN OFF CURSOR
70 DIM YN$(1),NY$(1)
71 ? CHR$(125):POSITION 8,4:? "   WINDFALL"
72 POSITION 5,6:? "   BY DAVID MOHNACH"
73 POSITION 2,8:? "PRESS 1 TO BEGIN"
74 POSITION 2,10:? "PRESS 2 TO READ DOCUMENTATION"
75 TRAP 75:INPUT CHOICE
76 IF CHOICE<1 OR CHOICE>2 THEN 75
77 IF CHOICE=2 THEN 700
80 ? CHR$(125):REM CLEAR SCREEN:
90 ? :? :? "HOW LONG WILL YOUR MONEY LAST"
95 P=0:COUNT=0:YR=0
110 TRAP 110:? :? "INPUT PRINCIPLE $ ";:INPUT NP:P=NP
120 TRAP 120:? :? "INPUT YEARLY INTEREST RATE % ";:INPUT I
130 ? :? "INPUT (12 OR 24 OR 52) FOR THE NUMBER"
131 ? :? "OF WITHDRAWALS PER YEAR"
132 TRAP 132:INPUT NW:IF NW=12 OR NW=24 OR NW=52 THEN 140
133 IF NW<>12 OR NW<>24 OR NW<>52 THEN 132
140 TRAP 140:? :? "INPUT AMOUNT OF WITHDRAWALS $";:INPUT AW
150 ? CHR$(125):POSITION 5,3:? "CHOICE":POSITION 5,5:? "(1)  SCREEN":POSITION 5,7:? "(2)  PRINTER"
151 TRAP 151:INPUT SC
152 IF SC=2 THEN 458
153 IF SC<1 OR SC>2 THEN 151
154 REM SCREEN ROUTINE
155 ? CHR$(125)
160 X=P+(P*(0.01*I)/NW)-AW
162 IF X>=P THEN 900
164 REM POSITION 1,1:? "COUNT      MONEY LEFT      YEARS"
165 POSITION 1,1:? "COUNT      MONEY LEFT      YEARS"
170 COUNT=COUNT+1:P=X:? COUNT,X,YR
171 IF COUNT=NW THEN YR=YR+1:COUNT=0
172 IF NW=12 THEN MH=COUNT
173 IF NW=24 THEN MH=COUNT/12
174 IF NW=52 THEN MH=INT(COUNT/12)
180 IF X>0 THEN GOTO 160
300 ? CHR$(125)
310 ? "PRINCIPLE $ ";NP
320 ? "YEARLY INTEREST RATE % ";I
330 ? "NUMBER OF WITHDRAWALS ";NW
340 ? "AMOUNT OF WITHDRAWALS $ ";AW
350 ? " YOUR MONEY WILL LAST ";? YR;" YEARS ";MH;" MONTHS "
400 ? :? "DO YOU WANT A PRINT OUT (Y/N)";:INPUT YN$
410 IF YN$="Y" THEN 600
420 ? :? "DO YOU WANT TO CALULATE A NEW FIGURE":? "(Y/N)":INPUT NY$
430 IF NY$="Y" THEN 80
440 ? CHR$(125):? :? "THATS ALL FOR NOW":? "                    BYE":POKE 752,0:REM TURN ON CURSOR
450 END
```

```
458 REM PRINT ROUTINE
459 REM PRINT ROUTINE
460 LPRINT "HOW LONG WILL YOUR MONEY LAST"
461 LPRINT :LPRINT
462 LPRINT "PRINCIPLE $ ";NP
463 LPRINT "YEARLY INTEREST RATE   ";I;" %"
464 LPRINT "NUMBER OF WITHDRAWALS PER YEAR ";NW
465 LPRINT "AMOUNT OF WITHDRAWALS $ ";AW
466 LPRINT :LPRINT
470 LPRINT "YEARS     MONEY LEFT EACH YEAR":LPRINT :LPRINT
475 ? CHR$(125)
480 X=P+(P*(0.01*I)/NW)-AW
481 IF X>=P THEN 950
482 POSITION 1,1:? "COUNT      MONEY LEFT      YEARS"
483 REM POSITION 1,1:? "COUNT      MONEY LEFT      YEARS"
486 COUNT=COUNT+1:P=X:? COUNT,X,YR
500 IF COUNT=NW THEN YR=YR+1
501 IF NW=12 THEN MH=COUNT
502 IF NW=24 THEN MH=COUNT/12
503 IF NW=52 THEN MH=INT(COUNT/12)
504 IF COUNT=NW THEN LPRINT YR,X:COUNT=0
540 IF X>0 THEN 480
550 LPRINT :LPRINT " YOUR MONEY WILL LAST ":LPRINT YR;" YEARS ";MH;" MONTHS":LPRINT :LPRINT
555 LPRINT :LPRINT
560 GOTO 420
600 LPRINT "HOW LONG WILL YOUR MONEY LAST"
610 LPRINT
620 LPRINT "PRINCIPLE $ ";NP
630 LPRINT "YEARLY INTEREST RATE   ";I;" %"
640 LPRINT "NUMBER OF WITHDRAWALS PER YEAR ";NW
650 LPRINT "AMOUNT OF WITHDRAWALS $ ";AW
670 LPRINT :LPRINT " YOUR MONEY WILL LAST ":LPRINT YR;" YEARS ";MH;" MONTHS":LPRINT :LPRINT
680 GOTO 420
700 ? CHR$(125):REM WINDFALL
710 ? "HOW LONG YOUR MONEY WILL LAST":?
720 ? "THIS PROGRAM WILL FIGURE OUT A                WINDFALL"
730 ?
740 ? "LIKE 1 MILLION ($1,000,000) DOLLARS"
750 ? "AND IT WILL LET YOU KNOW THE YEARS"
760 ? "THAT IT WILL LAST TO LIVE ON."
770 ? "YOU'LL TELL IT THE PRINCIPLE"
780 ? "YEARLY INTEREST RATE"
790 ? "NUMBER OF WITHDRAWALS PER YEAR"
800 ? "AMOUNT OF WITHDRAWALS"
810 ? "REMEMBER THE HIGHER THE INTEREST RATE"
820 ? "THE MORE YOU CAN TAKE OUT "
825 ? "OR YOUR MONEY WILL LAST FOREVER."
830 ? "THE SCREEN ROUTINE WILL SHOW"
835 ? "THE ABOVE PLUS OPTION TO PRINT ABOVE"
840 ? "WITH YEARS MONEY WILL LAST."
845 ? "THE PRINTER ROUNTINE WILL SHOW"
850 ? "THE ABOVE PLUS MONEY LEFT EACH YEAR."
855 ? "          BY DAVID MOHNACH"
860 ? :? "PRESS (Y) TO CONTINUE"
870 TRAP 870:INPUT NY$:IF NY$<>"Y" THEN 870:IF NY$="Y" THEN 80
880 GOTO 80
900 ? CHR$(125):POSITION 5,5:? "YOUR MONEY WILL LAST FOR EVER":?
910 ? :? "DO YOU WANT TO CALULATE A NEW FIGURE":? "(Y/N):INPUT NY$"
920 IF NY$="Y" THEN 80
930 GOTO 440
950 LPRINT :LPRINT "YOUR MONEY WILL LAST FOREVER":GOTO 900
```





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ATARI REPORT

Packerland Atari Computer Users Society

August/September 1987

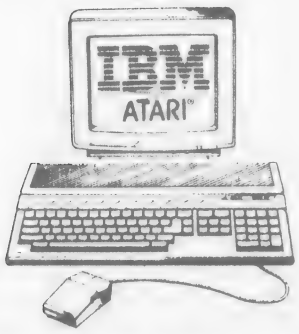
In this issue:

DOS 2.0/2.5 File Structure
Pete's Game Tips
What Every Man Should Know
Cloning Around
Exploring GFA BASIC
Player/Missile Graphics

Reviews:
Basic View
Programmer's Guide to GEM

Plus regular (and irregular) features

Fox VALLEY PERSONAL COMPUTERS



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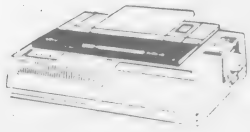

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PACUS REPORT is the newsletter of the Packerland Atari Computer Users Society (PACUS) which includes three NorthEastern Wisconsin chapters in Green Bay, Sheboygan, and Appleton.

The Green Bay chapter of PACUS meets the first Saturday of each month at 9:00 a.m. in the Community Room of EastTown Mall, Green Bay.

The Sheboygan chapter of PACUS meets the second Wednesday of each month at 6:30 p.m. in the meeting room of the Sheboygan YMCA.

The Appleton chapter of PACUS meets the second Tuesday of each month at 6:30 p.m. in Room W-42 of the UW-Extension, Midway Road, Menasha.

PACUS is an association of individuals in the NorthEastern Wisconsin area promoting and developing the use of ATARI computers. PACUS is not affiliated with the ATARI CORP. nor any other commercial organization. All ATARI computer users are invited to join and participate.

A family membership is $15 for one year, and entitles the member to a subscription to this newsletter, access to the group's public domain library, special discounts, and any other benefit of PACUS membership.

Exchange newsletters are invited to reprint any PACUS REPORT article if credit to both the author and the PACUS REPORT is given.

The opinions expressed by any author in the PACUS REPORT is the author's alone, and does not reflect that of this newsletter nor this user group.

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EDITOR'S ESSAYS

by Randy McSorley

This is the last issue of the PACUS REPORT that I will edit. I've had the job for over three years now, and with my other obligations I seem to have less and less time each day to devote to the PACUS REPORT.

Editing the PACUS REPORT has been a very rewarding experience. I've learned quite a bit about my computers over the years because of the newsletter. Most of the programs I've written have been associated with the newsletter in one way or another. Even R-DRAW started out simply as a program to draw borders around text for the newsletter.

Over the years I've been lucky enough to have a steady supply of talented people willing to donate articles. Notable among the people who made the newsletter as great as it is today (in alphabetical order) are Tim Ekdom, Skip Grunow, Dirk Kagerbauer, Kevin McSorley, Mills Perry, George Ruiter, Peter Schefsky, Ron Starkey, Greg Vanden Heuvel, and of course, the mysterious John B. Sloop. I almost decided to reveal Mr. Sloop's true identity in this issue, but what if he wants to write for the next editor? I'll tell you one thing, HE AIN'T ME!

As long as I'm handing out thanks, a big THANKS to my unofficial "folding committee" who would help me collate, fold, staple, stamp, and mail the newsletters. Lori, my wife, always pitched in, as did my brother Kevin. Peg Brener and Greg Vanden Heuvel came over once in a while, too. Muchos gracias.

Now here's some tips for the next newsletter editor, whoever he or she may be:

1) Don't make a habit of taking threads off CompuServe or GEnie for the newsletter. Most of this stuff has been seen by most of the people before the newsletter comes out. Paraphrase or quote information you gather, and give the source. The news becomes easier and more enjoyable to read.

2) Don't put the articles up on a BBS before the newsletter is issued. There's nothing more boring than old news.

3) Keep it light. Any in-fighting or bickering on the printed page will reflect on the group and will surely discourage people from joining the group.

4) Give credit where it's due. If you reprint an article from another newsletter, make sure the group and the author are credited. Everybody likes to see their name in print.

5) Be prompt. Stick to your deadlines, and make sure the newsletter is regular.

6) Make the newsletter as attractive as possible. Use interesting covers, crisp lettering, and graphics here and there to brighten up the newsletter.

7) Watch the errors! Spelling errors are pretty easy to catch, but many grammatical errors can slip by. Avoid obvious mistakes like the abuse of apostrophes ("I own three Atari's") and typos ("Their are to many of them too mention").

8) If possible, let someone else proofread the newsletter before it goes to print. There are many errors that can slip by the editor, and a second opinion can make all the difference.

9) Find a good, reliable printer to do the printing. The appearance of the newsletter is critical.

10) Above all, remember that the PACUS REPORT is the official newsletter of PACUS, and as such should show PACUS in the best possible light. A group's newsletter is the most tangible part of a user group, and can mean the difference between an average group and an excellent one. Many members consider their newsletter to be the most important part of the user group.

I still intend to continue contributing to the PACUS REPORT in the future, and will continue my "Exploring GFA BASIC" column. Here's to the next newsletter editor!

ATARIANS FOREVER!

Programmer's Guide to GEM

book review by Tim Ekdom

First there was the Atari Developer's Kit. Everything you wanted to know about GEM. Except it cost $300 and was almost impossible for a novice to decipher. Then there was the GEM Programmer's Reference from Abacus. It had a complete listing of the AES and VDI functions, but lacked enough information on how to actually write a GEM program. What a new GEM programmer like myself needed was some solid "how to". Clayton Walnum's "C-Manship" columns are excellent, but one lesson a month is a little too infrequent. So when I saw the Programmer's Guide To GEM, I snapped it up.

Programmer's Guide To GEM, by Phillip Balma and William Fitler, is published by Sybex, and sells for $19.95, a very reasonable price for a computer book! Especially since it has a wealth of "how to" information.

Programmer's Guide covers the AES functions by grouping them into logical units called libraries. For example, the Menu Library contains associated functions to construct and manage the drop-down menus. The purpose of each function is explained, along with a sample C language syntax call, and the input and output parameters. The Window Library section discusses window management, and the Object Library section discusses GEM objects, object trees, object states and types, and TEDINFOs.

The chapter on the VDI groups the functions according to the type of drawing

that's done. It explains coordinate systems and raster operations. Most functions are accompanied by sample C programs to demonstrate the function.

If this were all the book contained, it would already beat Abacus. But we're only half finished! Programmer's Guide also contains two complete GEM programs (in C). A simple "hello world" program illustrates the basic techniques for starting up and maintaining a windowed GEM application. And there's a version of the "Doodle" GEM drawing program. Both of these programs are fully explained in the accompanying text. This is what a beginning GEM programmer really needs to figure out how to use all of this!

Finally, there's a chapter on advanced topics such as Metafiles (which STers can ignore), a glossary, a quick reference guide to GEM calls, and a short tutorial on using the Resource Construction Set. I have only one caveat -- the source code in some sample programs needs a little massaging to run on the ST. The authors meant the source to be portable, so they have #defined declarations for variable types. Check the header files in the appendix. And functions requiring address parameters (for example wind_set) are given in the format for the IBM version of GEM.

The Programmer's Guide to GEM, accompanied by a reference on the bios, xbios, and gemdos (which the Megamax manual handles well), will serve as a stand-alone tutorial and reference on GEM programming. I recommend it.

DOS 2.0/2.5 File Structure

by Mills Perry

Disk structure.
Single Density:
1 disk = 720 sectors.
1 sector = 128 bytes.
Total of 92,160 bytes.
707 usable sectors.
13 reserved sectors.
DOS 2.5 Enhanced Density:
1 disk = 1040 sectors.
1 sector = 128 bytes.
Total of 133,120 bytes.
13 reserved sectors.
1010 usable sectors.
16 hidden sectors.

Reserved DOS Sectors:
0 Not used,
1-3 Boot sectors.
360 VTOC sector.
361-368 Disk directory.
1024-1039 Hidden sectors, unavailable to DOS 2.5, but accessible through CIO.
Everything else is yours.

Sector Types.
1. Data sector.
2. Boot sector.
3. Directory sector.
4. VTOC sector.

I. Data Sectors.
These are the sectors on the disk that you are able to use.
Bytes 0 - 124 = your data.
Bytes 125 - 127 = linkage bytes.

Linkage structure:
File number - 6 bit number
Byte 125 bits 7-2.
Next sector in file - 10 bit number
Byte 125 bits 1-0.
Byte 126 bits 7-0.
Bytes used in sector - 8 bit number
Byte 127.

Binary run files are distinguished from other data files by six bytes of header information.
0-1 Always contain $FFFF
2-3 Start address of program.
4-5 End address of program.

II. Directory Sectors.
There are 8 directory sectors containing file name and other information on all your files. Each sector has space for eight file entries. Multiplied by eight sectors gives a maximum of 64 files per disk. Each entry has the following format:
0 Status byte.
7 = File deleted bit.
6 = File is in use bit.
5 = File is locked bit.
4-2 Unused bits.
1 = DOS 2.0 file indicator bit.
0 = File open for output bit.
1-2 File length in sectors.
3-4 Start sector.
5-12 File name,
13-15 File name extender.

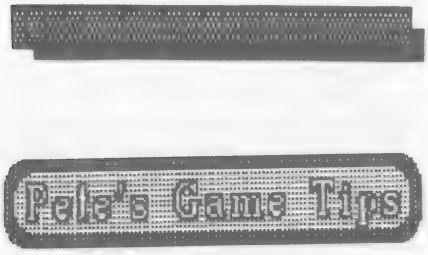
III. Boot Sectors.
These sectors contain the auto-boot program which loads and executes DOS.SYS. Most commercial disk based software is also in the form of boot files. These files use all 128 bytes in each sector and have no link information. Therefore, boot files must start at sector 1 and continue sequentially to the end of the file.Boot Files require a six byte header in the following format:
0 This byte is always zero.
1 Number of sectors to load.
2-3 Load address.
4-5 Run address.

IV. VTOC Sectors.
VTOC is short for "volume table of contents". It occupies sector 360 and keeps track of every sector on the disk. Bytes 10 - 127 are the sector bit map for single density disks and bytes 5 - 127 for enhanced density. A zero bit means the sector is in use and a one bit means that the sector is free. Bytes 0 - 4 contain the following information:
0 Use byte.
1 = DOS 1.0
2 = DOS 2.0 or 2.5
1-2 Total number of sectors.
3-4 Number of free sectors.

Some of you may have noticed that the numbers I have given you don't add up for enhanced density disks, ie. how can you represent 1040 sectors with 927 VTOC bits? I don't know why, but DOS 2.5 makes it work. Perhaps it uses additional sectors above the 720 sector line where my sector editor can't reach, but perhaps some programer will come who is mightier than I to explain these mysteries to you. Or maybe this is the sort of thing we find out about when we die.

Acknowledgements.
This article has drawn heavily on an article that appeared in the ANALOG Compendium, "Disktool Rev. 3" by Tony Messi-

na. I heartily recommend this article to anyone who wants to learn more about the raw data I presented.
For examples of how to read and write to the hidden sectors, see ANALOG #47, Oct 86, "DISK FILE" by Charles Steinman.



collected from many various sources, compiled by Peter Schefsky

Most of these tips are for the 8-bit computers. However, many can be used for any version of the game.

MASK OF THE SUN

Lost? To get you going try this: Get map. Look map. Get jeep. You will be traveling north automatically. Continue west. Get all. Go out jeep (Exit jeep). Go hut and give food. The old woman will give you a flute and tell you something...remember it. Then go out and get in jeep. Go west, then northwest. You will be at the statue of a cat whose head has been removed. Drop all but pills. Get out of jeep and look statue. You will see the secret record XOTZIL. Remember it. Get head. Drop head on statue. The statue turns into a jaguar and departs.

F15 STRIKE EAGLE

Always running out of gas on those long missions? Try using the "A" afterburners for energy.

STRIP POKER

Change file OP1.1 to SHORT. Change OP1.5 to OP1.1. The first girl will appear nude.

CASTLE WOLFENSTEIN

PACUS REPORT

You can shoot through the sides of the screen and kill everyone that is in the aim of your gun.

ULTIMA II

For the 8-bitters, sector #16 holds all of a character's quality, like his gold, agility, strength, hitpoints, etc. You can edit the sector and just put in your own. I would recommend Diskey, Diskfixer, or Disk Wizard to do this. The data shows up in decimal, so it is easy to spot it.

TELENGARD

To raise your hitpoints, gold, etc. all you have to do is load in your character with any DOS compatible word processor. Then just type over the old numbers.

JUMPMAN

On the first board, go to the extreme right, type 54354. Then you can push the number of the board you would like to go to.

SUMMER GAMES

When you're in the pole vaulting event, and you get to heights of 5.5 meters and overchoose low pole grip, and as soon as you plant the pole, push up. Then push the button just before your pole knocks the bar down. If you do it correctly, you'll go under the bar, but you will get a successful jump.

REALM OF IMPOSSIBILITY

When you enter a room, press and hold down the OPTION key, making the monsters ignore you. When you get to an exit, push against it and release the button.You will move to the next room, where you can repeat the process.

KARATEKA

When you get to the gate, go halfway through and then immediately back. The gate should close, and then press against it while it opens. When it opens fully, you will be able to get through. When you get to the last room where the pr[illegible]ss is, stop running or she will kill you.

MINER 2049ER

At any time during the game, type 213(space)782-6861. This is the phone number on the title screen. Then push SHIFT and the number key for the level you want. You can change levels at any time during the game, but you only have to type the password once.

ZORK I

When you're in the Cyclops room, type in the name of the guy in greek mythology who killed the cyclops.

When you're in the Loud room, and it just repeats everything, type in "echo", which will turn it off. You can get the bar by typing "GET BAR".

Don't try to open the egg, you'll just break it. Give it to somebody who has had experience in picking locks.

HACKER

The test site is Australia.

See the option "IR" on the command area? Push "I" when you are in the dark and you can utilize this incredible TV offer. You will be able to see thru the viewport and transact, etc.

P.S. you can't change the time zone.

I:FIDEL

The coordinates for the pyramid are 24 deg. 11' 7" East by 32 deg. 12' 37" North.

ULTIMA III

To solve ULTIMA III, you need the '[illegible]ic Weapons, because you need those to kill the monsters in the castle. You also need

to get your magic points and your hit points up and you need all the marks.

To get into the Exodus Castle, type the word "EVOCARE".

ALL ON-LINE ADVENTURES

For 8-bitters, when you die, press RESET and you can continue without graphics forever.

PITFALL

Start the game by pressing OPTION and you will have unlimited lives.

PHARAOH'S PYRAMID

The code word is "Throne".

SPARE CHANGE

Pressing "CONTROL Z" will bring you to the zerk control panel.

TRACK ATTACK

On the box car screen, listen for a click from the keyboard (800 only), then one second later jump.

LODE RUNNER

Press "CONTROL E" while loading from editor command menu. Now you can type in character commands.

SPELUNKER

In sector 28 (8-bits), look for this string: A6 CB 30 2D - change to: A2 07 86 CB. This will give you unlimited lives.

DIAMOND MINE

The password is "DIAMOND". This will bring you to levels sixteen to twenty.

THRESHOLD

Remove "Threshold" disk from drive after loading. Every time the drive restarts, you will be up one level. Insert disk when drive is off to start at that level.

PHARAOH'S CURSE

The password is "SYNISTOPS".

CANYON CLIMBER

If you complete the first screen and have lost any men, hold the joystick button as the bridges blow up and you will have three men but no score.

PREPPIE

Pause the game while in play. Press RESET and re-start it. All objects except your man and frog will remain still.

DONKEY KONG JR.

Pause the game, hold down the SHIFT key and type "BOOGA". Un-pause the game and press "S" to change screens, "K" to make yourself immune to snappers, birds, and sparks.

SCROLLS OF ABADON

The following are a list of commands to type while playing:

WALL - allows movement against arrows.
ICE - suppress monsters temporarily.
RES - Type when game is over and you will get one free man.
SPA - This creates a shield which will kill all monsters.
FLI - Warps you to the next level.
VIS - Makes disks visible without gems.
MAP - Makes all parts of the map visible.

OLLIES FOLLIES

Type the following passwords to go to higher screens:

FRANK FANDA NORBI ZOOM

GHOSTBUSTERS

For your name, type "600". When it asks if you have an account, type "Y" account # is: 11111111. You will have $246,000.

MASK OF THE SUN

To get by the room filled with gas, go immediately southwest.

HITCHHIKER'S GUIDE TO THE GALAXY

Q. You said that to get through the screening door you had to remove the common sense particle from your brain. How do I do this?

A. When using the Improbability Drive, you may find yourself in the middle of a neuron group in your own brain. Wander around for a while and you'll find a common sense particle. Get this, and you'll have successfully removed it from your brain.

PLANETFALL

Q. How do you get the key from the crevice? where is the kitchen access card?

A. To get the key, hold the metal bar near it. The kitchen access card is located in one of the offices. (Open the desk drawers to find it.)

DROL

Your mission: Traverse multilevel mazes and find a kidnapped family.

Second screen: Go immediately right and down a level, then go right again until you find the boy. Then go down to the bottom level and move left. The lizard should be there about the time you reach midscreen. Note: Sometimes the lizard is up on top and the boy is on the bottom.

Third screen: Go left to the first trap door and then down. While going right, move up and down, firing continuously. This should knock down any flying weapons

in your way. When you try to reach the bottom level, test each trapdoor by opening it a little, then backing up. Then you can see which trap doors are guarded by the man-eating plants, without them killing you.

VEGAS JACKPOT

Here is the arrangement of each reel, so you know how many nudges are needed for the most money.

Reel 1	Reel 2	Reel 3	Reel 4
Chip 3	Chip	Chip	Chip
Plum	Lemon 1	Cherry 1	Lemon
Apple 2	Pear	Lemon	Plum
Cherry 1	Apple	Plum	Lemon
Pear	Lemon 2	Straw	Apple 2
Straw	Plum	Cherry 3	Pear
Plum 2	Melon	Apple	Cherry 1
Melon	Cherry 3	Lemon	Plum
Chip	Pear	Cherry 2	Lemon
Pear 1	Straw 1	Pear	Cherry 3
Cherry	Pear	Straw	Apple 1
Melon	Apple 2	Pear 1	Plum
Cherry 3	Melon	Melon	Melon 1
Straw	Lemon	Pear	Cherry 1
Plum 1	Pear 1	Cherry 2	Straw
Cherry	Melon	Plum	Lemon 2
Chip	Pear 2	Straw	Apple
Plum	Lemon	Lemon 1	Plum
Lemon 2	Melon 1	Apple	Lemon 3
Plum 3	Apple	Cherry	Pear
Lemon	Plum	Pear 2	Cherry
Straw	Straw	Cherry	Apple 2
Cherry 1	Lemon 1	Pear	Lemon

SUMMER GAMES

On the 100 meters, move your joystick in a circular motion instead of left and right or up and down to improve times.

SPELLBOUND

Smash the golden bottle by dropping it and use the broken glass to read the engraved candle. The mirror displays your energy and the objects at the bottom of the screen.

The crystal ball can be used to locate people, except when you are in the lift.

LEADERBOARD

If you are having problems taking a lot of shots getting past the green, press BREAK and you will go past the hole with the amount of shots registered on the Leaderboard. This can be used to get to your favorite holes quickly.

MERCENARY

While you are holding it, the anti time bomb is used to repair damaged buildings. Just fire at the remains of a building and it will rebuild instantly.

The metal detector shows who owns a particular building by displaying a color in the message window. Green is a palyar building, blue is a mechanoid building, and red shows no one owns it.

MONTEZUMA'S REVENGE

At the start of the game move to the top of the rope. Keep pressing SELECT, pull the joystick down and you will go down into a different room.

NINJA

After collecting all six idols a secret trapdoor should appear in the top of the Grey Wall. Go through it and you should be in a blue room. Kill all the people and collect the last idol. After doing that go back to the beginning to complete the game.

SUPERMAN

Pressing the BREAK key repositions Superman when he is in trouble. But be careful - this can also get you into more trouble if you're unlucky.

STAR RAIDERS II

When you are in the other star system and short on energy but don't have enough time to go to a space station to refuel, get energy by going to the sun. Once you are there you will have to get away quick or you will melt. If you do get away you will find your fuel tank is full.

GOONIES

On the first screen move one of the Goonies up to the attic where the printing press is and start printing some money. When the woman goes to get the money move the other Goonie down, go behind the water cooler and jump diagonally at it. This knocks it over and opens the trap door.

On the second screen, when the bat has gone past you, get on the lift and go to the bottom. Change to the other Goonie and move him to the end and when the bat has gone past again get on the lift and go down, but drop off on the ledge above the ladders.

Move the Goonie at the bottom onto the the machine and this will move the rock. Move the other Goonie onto the barrel and move him out a bit. Move the first Goonie to the left, dodge the pots, jump on the ledge and get the key. This will open the door at the bottom.

On the third screen move one Goonie up to the man who is taking a shower and move him across the pipe, being careful of the steam. Move the Goonie to the pipe and then move the first Goonie down. A man with a gun will appear and you move the Goonie who is nearest the thinnest pipe up to the second set of ladders. The pipe will burst and you can get out.

On the fourth screen, don't move anywhere until the bats (that arrive when the bells ring) leave. Then trap the cannon balls by jumping on and off the little objects that come off the roof. Stand on the object at the bottom of the roof and the slates will disappear one at a time.

On the fifth screen collect all the skulls and push them to where there are already two skulls. To get on to the skulls from the roof, bounce on the object underneath the bones. You need five skulls on the ladder to allow you to move to the next screen.

BRUCE LEE

On the eleventh screen you will see two orange masks. Run into these and you will be awarded an extra life. Go off the screen, then go back and collect them again! You may do this several times, but if you complete the game the masks will not be there on your second play.

On the last screen (the one with the chained warlock spitting at you) you must run straight across without stopping.

THRUST

Here is a new method of screen skipping. Simply shoot the reactor until the countdown has begun, then thrust upwards until you warp. The mission will have failed, but you move onto the next screen without losing a life.

This will work for the first few screens, but as the reactor gets deeper and deeper into the complex it will become harder to pull this stunt off - so just shoot the reactor and wait. This time you will lose a life but will still skip onto the next screen.

When you thrust upwards, do not shoot as the shots will fly back at you. Also, when you first warp onto a screen it is possible to shoot before your ship actually appears - this may help if you warp in somewhere inside the complex.

MONTEZUMA'S REVENGE

The following set of operations will solve all levels except two. U and D stand for Up and Down, L and R are Left and Right, T and M are Top and Middle, and K and T mean collect Key or Torch.

DM/KRT/DM/KKUM/LT/LTDM/RT/DM/-
KUM/LT/KKLT/DM/LT/RT/RT/RT/-
KUM/LT/LT/DM/LT/KDM/RT/RT/RT/DM/LT/LT/LT/-
TDM/RT/RT/RT/DM/LT/DM/KLT/DM/RT/KRT/DM/-
Diamond mine.

ZAXXON

To get past the third level do the following: look at the height indicator on the left side of your screen. At the first wall, it should read two-and-a-half squares, at the second three-and-a-half, at the third one-and-three-quarters and at the fourth and final wall two-and-a-half again. You will find a dragon in the next stage.

BOUNTY BOB

Go to the menu screen and move the cursor to the Special Code register. Set this to 61800. Now hold down the F key and press OPTION. Then press START.

You will now be able to use the following keys:

F Bob can fly anywhere on the screen. Press F again to stop.
Q Go to next screen.
A Go back a screen.
B Bob goes back to his original position.
Z Reset screen.

STARQUAKE

Passwords are Artic, Triad, Kernx, Minim, Crash, Atari, Penta, Cosec, Delta, Salco, Quark, Argon, Zap.

WARHAWK

On the higher levels, a growing net appears: if you touch it you can fire twice as fast.

ATARI ARTIST

On the main menu, position the cursor over the center line of the Atari logo. Press fire and a little musical ditty is played.

ONE ON ONE

There is a mistake on the inlay. It says press 1 or 0 for a time out. It should read B for Bird and J for Dr. J.

INTERNATIONAL KARATE

If you hold down X and a number between one and four you can change the speed. Four is slowest and one is fastest.

POLAR PIERRE

If you have started a game with one player only and wish to change to two (or vice versa), press OPTION to go to the construction kit. Remove all disks from the drive and select play on the screen menu. The game should then return you to the title screen where SELECT should do the trick.

SPINDIZZY

When you travel along narrow pathways that are just hanging in the air change to the form of the gyroscope. Then your craft will only fall off if the tiny point that the whole thing is balanced on wanders too near the edge. It gives you more room for error.

SPY VS SPY II: THE ISLAND CAPER

You can drop missile parts just behind foreground trees so that only a pixel or so is visible. In the two player game your opponent tends to miss them, especially if you bury lots of objects around the area to distract him.

AZTEC

To obtain infinite dynamite, collect seven sticks then crawl to the end of a ledge with your hand over the edge. Drop the sticks quickly on each other and they will stay in mid-air. The dynamite indicator will become a mass of weird symbols but you will have infinite dynamite.

ZORRO

Here is the full solution, but you will have to work out a map for yourself.

Collect the brand, heat it at the forge and brand the ox. You can collect the item that was next to it.

Collect the mission bells from the hotel and put them on top of the church with the grave in. The grave will open but do not enter yet.

Collect the trumpet from the hotel, stand on the see-saw and press fire. A guard will emerge and fall on the see-saw, catapulting you into the air. Move along the pole, go up and collect the boot.

Collect the hanky (if you haven't already) then go down the well and take the goblet in the cellar.

Now enter the grave and collect the bags of money. When you are in the room with the flashing icons, go high and far to the left and push the barrels into the cellar.

Go back to the hotel and collect the flowers.

Re-enter the tomb by the cellar and go up to the jail.

Free the prisoners while avoiding the bullets. The prisoners will form a platform to jump on to the low roof. Enter the next room and then work your way across it.

On entering the room with the senorita at the top, work your way to the top. When you reach her, the hanky and flowers will be given to her automatically. She will kiss you and music will play. You have completed Zorro.

M.U.L.E.

To get the price of Smithore to rise, try buying M.U.L.E.s and just letting them go.

Mechtrons can be clever; during land auctions they'll suddenly back down, forcing you to pay a ridiculously high price. So, after the price begins to go over $1000, beware.

The higher the pitch of the note made by the wampus when it emerges from the caves, the higher it will appear on the screen.

In the beginning, buy all the land that you can, leaving yourself enough money to buy a M.U.L.E. As the game progresses, your land will become much more valuable.

In M.U.L.E., the passage of time is represented by the depletion of your food resources: The more time you use in any turn, the more food you eat. You'll find that near the end of the game, if you don't plan to make any major changes in your land organization, you won't need to buy food. You can save your resources and use them in more profitable ways.

SEVEN CITIES OF GOLD

It's often wise to convert a village or city into a mission, instead of conquering it. To do this, go up to the chief and AMAZE him. Then offer him gifts. If he isn't converted the first time, leave the village, come back, and try again.

If you're on friendly terms with the natives, occasionally stop your party in the wilderness. Wait to find out if your pack-bearers have anything to say. Sometimes they'll guide you right to the Incan capital.

If you create enough worlds, you might meet civilizations more advanced than the Incans.

KARATEKA

Here's a good method for killing flunkies and Akuma himself: Stand in one spot and wait for them to approach you. When they move, give them a couple of kicks, to force them back. Repeat this procedure until you've utterly decimated your opponent.

For opponents who don't come to you, provoke them by stepping into them before they start to kick you. When they set up for the kick, back out of range. After they kick, beat on them a little.

A kick may be effective on anything that stands in your way.

At a certain point (on- or off-screen), your opponents will not back up any farther. Force them to that location; they'll be much more vulnerable to multiple blows.

When fighting a formidable opponent, rely mostly on the middle kick; chances are, it will hit at least once per volley.

Don't rely on only one method of attack; different opponents require different strategies.

When fighting the bird, it pays to practice and prepare. Figure out what kick or punch you must use, and start using it before the bird reaches you. Also, when it comes time to kill the bird, back off to the other side of the room so you have time to set up your blows.

CASTLE WOLFENSTEIN

Avoid the long text beginning by pressing CONTROL-RESET quickly after getting killed. You must do this immediately! The program will reboot, ask you to choose between keyboard or joystick, and resume where you left off.

NECROMANCER

The best way to grow trees is first to plant one in each corner. When they mature, plant a group of trees between them. The outer, older trees will protect the inner, younger ones from attacking the trolls.

At the second set of screens, it may be easier to go straight down and proceed to the third set. But beware: You'll find that all the spiders you failed to kill on previous screens will appear now.

50 MISSION CRUSH

Fly diagonally over the anti-aircraft fields. This diminishes your vulnerability.

Always carry extra bombs. Your heavier load will burn more fuel, but if you use the bombs effectively, it will improve your score greatly.

SHATTERED ALLIANCE

If possible, concentrate your attacks on weaker units, such as light infantry or cavalry. If you rout these units quickly,

you'll lower the morale as a whole. Also, the more you rout, the easier it is to rout other units; it works like a chain reaction.

To rout the enemy, set your heavier units on some of the enemy's weaker ones, then cast haste spells on your unit at every turn. This way, at each turn you'll be attacking. Before long, the enemy will turn tail and flee.

Establish exactly what arms your opponent has; it's quite a shock to see half your medium cavalry decimated by the pikemen you'd thought were a bunch of wimpy infantry.

SERPENTINE

Get a snake to follow you, and when he makes a turn, double back and nail him.

Don't kill the last snake until you lay an egg (just cut him down to your size). When doing this, stay as close to home as possible. This way, the frog won't have time to eat the egg while can't defend it.

CONAN

On level 3, wait on the ladder, just high enough to avoid the ants, until the teleporter shows up. be sure there are no ants anywhere on the screen, and run for the portal. Once on the top level, be sure to touch the bird.

On level 4, hide on the upper ladder, as close to the top as possible, until a gem or sword appears. This spot gives you easy access to all platforms.

Also on level 4, be sure to get an extra gem before you leave. It is very hard to get one on level 5.

On level 5, jump onto the first step and get as close to the was as you can. This puts you below the dragons' fireballs but lets you kill an oncoming dragon if you throw your sword when the dragon is slightly past the lamp.

On level 6, go down the closest ladder and kill the eyes from behind the torch; the sparks can't get you there.

On level 7, stand on the catapult for a while. This will give you extra strength to turn a star back into a gem.

On any level, have patience. A good barbarian always thinks before he acts.

PASTFINDER

Hold down the fire button if continuous fire doesn't bother you.

Always use a scrambler and beam shield (if you have them) on squares with black boxes.

Heavy metal should always be in use.

Don't get overly distracted by shooting the objects in your way. They're just not worth risking death for.

When your radiation level starts getting high, don't waste time collecting artifacts. Head for the nearest diamond as fast as you can.

If the free lives are out of your way, i.e. below you or through a zone of high radiation, you're better off forgetting them. You'd probably lose a lot more than you'd gain by pursuing them.

After getting to the top of a set of screens, take down any scrambler or beam shield you have. When you get back to the lower levels you won't encounter too many enemy ships.

When traveling without protection on "black box" screens, try to stay to one side of the screen. This will give you the most time to react against enemy ships.

The best way to avoid enemy ships and their shots is to jump over them.

ENCOUNTER

When fighting saucers, remember to use barriers to deflect your opponents shots. For example, when you're fighting a time bomb saucer, and it explodes, the only thing to do is hide behind the nearest barrier and wait for the shots to go by.

When fighting saucers, keep moving forward. This prevents them from sneaking up from behind. When fighting drones, keep moving backward to maximize your firing time.

If you want to go through the levels quicker, keep restarting the game until there are only 10 enemies to a sector.

The best way to shoot opponents you can't see is to align their radar signals with the top cross hair and blast away.

When traversing between levels, move only when an obstacle appears in your target sighting.

To avoid shots headed for you, back off-moving either left or right depending on where the shots are coming from.

MASTERS OF THE LAMP

When traveling through the tunnel, ignore the closer diamonds and concentrate on flying toward the most distant one.

Keep a light touch on the joystick when flying. If you make one radical turn, it becomes incredibly difficult to regain control.

ALI BABA AND THE 40 THIEVES

To prevent the magic water chests (such as the one in the Aquarius room) from drying up, press the RESET key immediately whenever the message that tells you it's dried up is displayed. You'll return to the title screen. Start a new game then, and you'll continue where you left off and the chest will still be there.

CASTLE WOLFENSTEIN

Here is a list of directions that will get you out of any castle: Up stairs, left, left, down, up stairs, left, down, down, right, right, up, up, up, left, up, left, left, down, right, up stairs, down, left, left, up, right, up, right, up, left, upstairs, up, left, down, down, right, right,

right, up, up and you're out. Although you may have to search around for the plans, you can always get yourself back on the right track.

CONAN

On the first level, climb to the top of the castle without killing the bat, and jump onto the tree below. After you land, slowly walk left until you fall down a little, and then go as far right as you can. Below you, there is an invisible ladder. If you go down this, you'll receive a free life.

SPY VS. SPY

If you're playing against the computer, try playing a hard version but don't play with the hidden airport. Find the airport and water trap all the entrances. Then, simply wait for the computer to collect everything. When it has it all, it'll go for the airport only to be killed by the trap. Simply search the nearby furniture, grab the briefcase and split for the airport.

SPY HUNTER

When the truck drops you off on the side of the road, you can maneuver the car to the black strip on the far right side of the screen. There, you'll be impervious to most damage, and able to rack up points indefinitely.

When traveling by river in the advanced game, slow down enough to let the boats pas you from behind and destroy everything that gets in front of you. This reduces the number of mines in front of you, and eventually only the large boats (worth 1500 each) will approach. Also, if you can stay to the left, you won't be forced back on land, and probably will obtain more points.

Resting an object on the "0" key throughout the game might make it easier to use oil and smoke.

THE GREAT AMERICAN CROSS COUNTRY ROAD RACE

On condemned roads or on those with rain alerts, drive up the center of the road, constantly accelerating. This will minimize the speed lost by hitting potholes or water, and you will increase your average speed.

If you are forced to slow down for the police or if you crash, check to see if a gas station is coming up. If one is, take the opportunity to "fill-er-up."

GYRUSS

When you get to the chance screens for each planet, position your ship as follows. Neptune: T,B,B,E. Uranus: R,R,B,L. Saturn: Bottom left,B,R,T. Jupiter: B,B,T,T. Mars: R,B,L,T. Earth: T,L,B,R. T-Top, B-Bottom, R-Right, L-Left. The first letter refers to the position your ship should be in to shoot the first wave of aliens, etc.

H.E.R.O.

Using the laser to blast through walls is safer than using dynamite in areas where retreating could be deadly.

Unless you've memorized the layout of the mine, slow down before descending and keep to the left of wide, downward passages to avoid breaking lights.

WHAT EVERY MAN SHOULD KNOW

Sorry ladies, but this article is not for you. Please don't read it. It'll only make you mad, even though every word of it is true.

OK guys, now that we're alone, it's time to discuss the gender of the computer. Even though like most inanimate objects it is referred to as "she" in most off the cuff comments, ("She's a nice machine, eh?"), the computer is deep down thought of as male.

Most speech synthesizers for computers have a male type voice. This is probably due to the popularity of HAL in 2001. Who wants a feminine voice to sing "Daisy"? (Come on guys... I know you've made your computer sing it at least once.)

I think the reason computers are thought of as male is that no one can believe that a female could be so efficient. Computers are true contributors to society. They serve a purpose. They are useful. Does this sound like a woman? No way! So through the years everyone has been thinking that computers were male.

But everyone was wrong. Computers are no more male than Bo Derek. Every last chip is feminine through and through. This may shake you guys up a bit, finding out that your best friend is really a woman, but it's time we faced the facts.

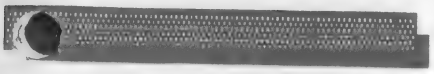
Think about it. Their only purpose is to serve you, and they do it happily. As long as you tell them exactly what it is they are supposed to do. If the instructions are not clear they will get totally confused. If that doesn't sound like a woman, what does?

Memory is the one big advantage that both computers and women have over men. Neither ever forgets. And neither ever lets you forget it. Most women have 8 megs of memory, especially for anniversary dates ("You mean you forgot the third anniversary of the day we first held hands in public!!!").

If you still don't believe that computers are female, boys, think about this. Would you really spend so much time and so much money on a man? That little gold-digger winked a silicon eye at you and had you hooked from the start.

But what really convinced me was when I started to write this article on my computer. My computer refused to boot up my file when I saved it to disk. That is, until I promised to buy it a fur coat.

Naive little things, aren't they?



TEST RESULTS

by Peter Schefsky

I usually prepare for the user group meetings by diving into a large pile of newsletters, magazines, newspapers, and other various sources looking for tidbits to pass along to the membership. While going through the "Atari User" magazines (published in England), I usually read the question and answer section which tends to handle very basic problems relating to the Atari system. Nearly every question could be answered by reading the owners manual or searching through a book on Atari BASIC. This got me to thinking. How much do the members of PACUS know (or don't know)?

I decided to compile a test of five questions culled from several issues of the magazines letters and distribute the result at the next months meetings. It was quite interesting to see the looks of surprise when a "Test" was to be given to the membership. Hearts pounding, sweaty palms, eyes glancing from side to side. I thought it was just like being in school again.

Well, the results are in and I won't say the club did poorly, but we also shouldn't brag about it either! No particular group did any better or worse than another, so I feel that this is representative of user groups across the country. If you are reading this article in an exchange newsletter, try giving the test to your members and share the results with me.

We will now look at each question, give the correct answer(s), and give a percentage breakdown of response correctness. It should be noted that several questions were answered with multiple replies and usually not entirely correct - one right answer and the rest wrong. The so-called experts also had some difficulty but tended to be more creative in their answers. Apparently they thought it was an essay type test. It should also be noted that nearly 50% of the tests that were handed out were not returned.

Background: Pauline purchased an Atari computer 2 years ago and occasionally encounters some problems. She belongs to a user group but is afraid to ask questions because the other members intimidate her with their expertise. Not knowing how to overcome her fears we decided to present her problems to other users and hopefully be able to help her. Pauline owns an entirely unmodified system consisting of an 800XL, a standard color television, and a 1050 disk drive.

1. Pauline has booted her computer with Atari DOS 2.5 and her screen shows the familiar menu. She now removes the DOS disk and replaces it with another and types the letter "A" and two returns. The drive starts, the screen scrolls up one line, but nothing else is reported to the screen and the drive never stops.

What operation was she trying to perform? She was calling up the disk directory. Correct - 87%, wrong - 9%, no answer - 4%
What might have gone wrong to cause the problem? The disk wasn't formatted, disk format not compatible, drive door open, disk faulty, drive faulty, faulty equipment in system. Correct - 68%, wrong - 23%, no answer - 9%

2. Pauline received her latest issue of "Atari Enthusiast" magazine in the mail yesterday and found a super new program that formats disks in only 2 seconds. The program listing was included in the article and she promptly started to type it in. After only a few minutes she was getting error messages on the screen and she gave up in disgust. A sample portion from the program was:

```
10 ;
20 ;STACKADD30 ;
40 ; X=$600050 ;
60  ;THIS PROGRAM FORMATS DISKS IN 2 SECONDS
70 ;80 STKADD
100 CLD
```

What did she do wrong? The listing was in assembly language and she was using BASIC. Correct - 59%, wrong - 32%, no answer - 9%
Comment - several of the members familiar with assembly language missed the fact that she was more likely to be typing in a BASIC program and immediately attacked the contents of the listing. Interestingly, no two people had the same answer about the errors in the assembly listing. The listing was copied from a magazine.

3. After giving up on the previous problem, Pauline decided to type in a different program from the same magazine. She chose a long one that covered nearly five of the magazines pages and spent several hours inputing it into the computer. When it came time to save the program she placed a formatted disk into the drive and closed the door. She then typed SAVE "D:MYPROGRAM.BAS and followed it with a return. Nothing happened! The drive just sat there and stared back at her.What went wrong?

DOS was not booted into memory, drive was not on. Correct - 50%, wrong - 32%, no answer - 18%
Comment - many experienced users believed that the filename length of nine characters (which is too long) was causing the problem. An attempt to type "D:MYPROGRAM.-BAS would be saved as MYPROGRA.BAS.

4. While typing in the above listing our heroine tried to type the following line and encountered some trouble.

```
610 PRINT "{5 SPACES}Watch Your Step": GOTO 1010
```

What was entered wrong? Be precise in your answer. Curly brackets { } are not possible on the Atari 8-bit, {5 SPACES} is an editing command meaning hit the space bar 5 times. Correct - 55%, wrong - 27%, no answer - 18%

5. Pauline purchased a disk of public domain software from her user group and had trouble running one of the programs

from basic. The disk contained the following programs:

FORMAT.BAS
DOS.SYS
DUP.SYS
CARRIAGE.BAS
HIFLY3.BAS
GLOBAL.EXE
LITE.BAS
DEMO.BAS

Which one did she have trouble with and why? GLOBAL.EXE, a binary loaded executable file. Correct - 95%, wrong - 0%, no answer - 5%

Cloning Around

by Peter Schefsky

This column will cover PC emulation on the Atari ST using the new product "pc-ditto" from Avant-Garde. I will discuss some of the problems specific to this product, problems common to all PC clones, building your own 5 1/4" disk drive and anything else that may pertain. Off we go!

HOW COMPATIBLE IS "PC-DITTO"?

The general rule of thumb is if it runs on a stock IBM PC XT, then it will run under "PC-DITTO". This is especially true of the DOS that you are considering or using. DOS 3.2 and 3.3 will give you the most features and versatility, while you should have no problem running DOS 2.0 and higher.

The claimed amount of software that will run is 95% which is quite impressive. The realistic usable amount is lowered when you discard games or programs written IBM Basic or BASICA. You will find that GW BASIC and some versions of BASICA written for compatibles work properly.

WILL IT SUPPORT 5 1/4" DISK DRIVES?

Certainly! The IB DRIVE from IB Computers, 1519 S.W. MARLOW, PORTLAND, OR 97225, PHONE (530) 297-8425, is your best bet for hassle free operation. The drive is currently selling for $239, but a price increase is due shortly. They quoted a user group price of $220 but the details are still out on that.

If you wish to cobble your own drive together, check through the pages of Computer Shopper for amazingly low prices on drives, cases, and power supplies. The cable is available for $30 from IB Computers and connectors are $3.95 from B&C Computer Visions , 3283 Kifer Rd, Santa Clara, Ca 95051, PHONE (408) 749-1003.

Building your own drive at this time is still an adventure, but I hope that in the very near future some enterprising (and generous) hardware hacker will bring forth a fool proof method for assembly.

Some common pitfalls for the "do-it-yourselfer" are:

1. The ST uses a CMOS driver for the FLOPPY PORT and XT drives are TTL. the current needed to pull the lines low enough is not present in this configuration. Some XT drives might work, while many others won't. AT drives are CMOS and work fine, but they don't come cheap. If you already have a drive and don't know what type it is, look for the terminator resistors and if they are under 1K, it is a TTL drive. If it is over 2K it is a CMOS drive.

2. The present precomp on the ST is configured for 3 1/2" drives, thus it is set for "inner tracks" all the time. This bug will cause problems for some add-on drives, but a fix for this should be available from your dealer or Avante-Garde soon.

WHAT ARE SOME OF THE KNOWN BUGS?

1. DOS 3.3 Is not entirely compatible when installed in a hard disk.

2. Zenith, Blue Chip, PC's Limited, and Hitachi lap top DOS operating systems does not work entirely. If the DOS you are using does not work correctly, contact Avant-Garde with complete details. If you have not sent in your registration card for "pc-ditto" or you are using a pirated copy, please don't waste their precious time. Support is for registered owners only!

3. Disk errors are occurring on some single-sided drives. Error messages such as "boot disk failure" and "I/O error" can be traced directly to the single-sided drive.

4. The program "PC_DFMT" contains a bug that will not allow it to format a previously non-formatted disk. Although the program is sometimes successful, the results are unpredictable for usability. Additionally, if you format a disk with a particular DOS, do not interchange that disk with another DOS. "pc-dfmt" was designed for IBM, Compaq, and Eagle DOS, so don't expect other DOS's to perform flawlessly with it.

5. In the manual, it refers to TOS system disks. It should read GEMDOS.

HINTS AND HELP

1. "pc-dfmt" will not allow you to create a single-sided 80 track bootable DOS diskette. If your DOS is below 3.2, you are limited to 40 track bootable and 80 track data diskettes. To format and create an 80 track single-sided bootable DOS disk: Create a CONFIG.SYS file containing the line: DRIVPARM=/D:x/T:80/S:9/H:1

(If your 3.5" drive is A, replace x with 0; if b, replace x with 1.)

2. A patch to allow "pc-ditto" to run on a monochrome monitor has been found by Richard Morris (Sysop of Chem-Link BBS, CIS 72327,1323). He suggests using Disk Doctor to find sector 124 (I found it at sector 230) and search for the hex string 67A19405E1C and change the 67 to 60.

I tried it and can't really say that it is usable (wrong resolution), but will say that it works.

IN CONCLUSION

I hope that this information is help-

ful and you have purchased (or plan to) your copy of "pc-ditto". If you would like me to form a SIG for this emulation (and another) tell me so at the meeting. Don't wait for it to happen, without feedback I will assume no one is interested!

The next update (first one free to registered owners) is scheduled for this fall and patches to correct bugs will be made available through dealers.

Exploring GFA BASIC

by Randy McSorley

Before I get to this month's example program, I thought I'd discuss one of the most important aspects of programming in GFA BASIC - support. GFA BASIC is the fastest growing programming language on the ST, and there are literally hundreds of good example programs to assist you. In addition, there's a special section of the GEnie network devoted to GFA. It's located on the MICHTRON ROUNDTABLE, and boasts lively discussions for the beginners and the professionals alike.

Each Saturday evening the MICHTRON ROUNDTABLE hosts an open discussion on GFA where you can look in and ask the experts any question you might have. After the discussion periods, the session is saved as a file so that all can download it and read it. Many helpful tips can be gathered there.

If you don't already belong to GEnie and program in GFA BASIC, I suggest you log on today. At the reasonable rates they ask, GEnie is the Atari ST user's best friend.

Michtron will soon be releasing the GFA BASIC COMPANION, a disk full of routines that unleash the full power of GEM for GFA BASIC. Dialog boxes, sliders, and bunches of other GEM features will now be easily available to the GFA programmer. It will list for $49.95.

On to the example program of this article. This month I'll try to explain the process for restoring the color palette in your program. In many programs you will find it necessary to change the color palette with the SETCOLOR command to suit your needs. When your program ends, however, you'd like to be able to restore to original palette so that the desktop will not look "goofy" (or outright unreadable!).

To do this, I've written a short demo program that will draw a bunch of filled boxes on the screen, change the palette with SETCOLOR commands, and then restore the original colors. The REMARKS (') should explain the workings of the program well enough. This program works only in LOW resolution, so that I could show you sixteen different colors being changed, but the routines to save and restore the color palette will work equally well in any resolution.

```
'
' Works only in LOW res
Rez%=Xbios(4)
If Rez%<>0
Alert 1,"LOW RES ONLY",1,"Oops!",Button
  End
Endif
'
Dim Oldpal%(15)
Start:
'
' get original colors
'
For X=0 To 15
  Oldpal%(X)=Xbios(7,W:X,W:-1)
Next X
'
' draw some colored boxes
'
C=0
For X=0 To 299 Step 20
  For Y=0 To 179 Step 20
    Inc C
    If C>15
      C=0
    Endif
    Deffill C
    Pbox X,Y,X+18,Y+18
  Next Y
Next X
Alert 1,"These are the|original colors",1," OK ",Button
'
' change colors
'
For S=0 To 15
Setcolor S,Random(15),Random(15),Random(15)
Next S
'
' Restore original colors
'
Alert 1,"These are the changed colors",1," OK ",Button
Pause 30
Alert 1,"Restore original colors",1," YES ",Button
'
For X=0 To 15
  Void Xbios(7,W:X,W:Oldpal%(X))
Next X
'
' end?
'
Alert 1,"Run again",1,"Yes|No",Button
If Button=1
  Cls
  Goto Start
Endif
```

BASIC VIEW

Atari 8-bit Software Review

Basic View.
by Jeff Fischman
Antic Catalog, $19.95

reviewed by Ron Starkey

Basic view is a program that allows you to watch your Atari BASIC (unfortunately not with BASIC XL or XE cartridges installed) programs as they execute. You see the line that is being executed and the values of the variables. You can switch between the Basic View screen and the screen produced by the BASIC program. For example you can watch the plotting of an image on a Graphics 8 screen and then

flip to the Basic View screen to see how the points to be plotted are generated and the values of each variable at that particular instant.

The program also allows you to edit a BASIC file and then run it again to see how the modifications work. The normal use of the program would be to boot the Basic View Program, and then load the BASIC program you wish to examine. By typing "VIEW" you are sent to the Basic View screen where you can choose from several options by using a joystick to point. The options include:

Listing a program. You can scan thru the program either from top to bottom or in reverse.
Run the program. Allows you to run a program in one of three speeds.
Choose the two variable to be displayed on the Basic View screen. Simple numeric, string and array variables can be displayed.
Stop line. You can tell the program to stop at a particular line number.
Continue. Will allow you to continue execution of the program after you have stopped it. Stop may be due to the Stop command or by pressing the joystick trigger.
Return to BASIC. Allows you to return to normal Atari BASIC for editing, etc. You can get back to Basic View by typing "VIEW".

Basic View occupies 12K bytes of memory immediately beneath Atari BASIC. User screen memory is just beneath Basic View. I think you will find Basic View a helpful way of writing and debugging your Atari Basic programs. If you program in BASIC XL or XE you can still use Basic View if you avoid the use of all the additional commands available in those BASIC's. I would still recommend BASIC XL for program writing, even if you do not use the additional power in the program code, you can still take advantage of the greater ease of programing with the use of the BASIC XL commands: DIR, RENUMBER, LVAR, and several more.

Documentation of Basic View, as is the case for all the Antic Catalog programs is on the flip side of the program disk. A point that the documentation fails to mention is the Basic View program can be made to run on boot-up if you change the filename "LDVIEW" to "AUTORUN.SYS".

The price is right. If you are an Atari BASIC programmer or want to begin programing I would recommend Basic View.

Pete's Ramblings

by Peter Schefsky

SHOW STOPPERS... put a little more grease on your roller skates; the Chicago Atarifest has been cancelled and we are going to Detroit instead. The Atari-Magic Show, which is sponsored by the Michigan General Information Conference will be held August 29-31 at the Southfield Hilton in Southfield, Michigan. For more information call the MAGIC Hotline at (313)-751-8291 or the MAGIC BBS at (313) 368-6882.

Atari is planning only four shows next year and they will be under their control with user groups helping out with ticket taking and other mundane tasks. Chicago is planned as one of these locations.

SUMMER DOLDRUMS?... with July's Green Bay meeting date changed and Sheboygan's policy of not having meetings during the summer, attendance has been very poor, so I will repeat some of the news, products, etc., that were discussed at recent meetings.

As far as summers go, 1987 has been rather active if you own an ST. The Magic-SAC continues to grow and now compares with a MAC SE, which was made possible by the addition of hard drive support on version 4.5. Also coming from Data Pacific is the "Translator" disk drive interface which contains a full Z80 computer system. It will work with both single and double sided drives, and also the 1040 (and new 520 STFM) internal drives. Priced at $199 or so.

If your Magic-SAC clock tends to drift, replace the 4.7 or 47pf capacitor next to the crystal with a radio [illegible]ck trimmer in that range. Adjust, test, etc. It seems to work better that way on carts with out of spec caps.

A WOLF IN 1040 CLOTHING... the 520 STFM is currently on the market with prices of $499/mono and $699/color. The new computer comes in a 1040 case, includes the RF modulator, single sided drive, and 1040 motherboard. I've heard that some dealers will install a double sided drive for an additional price. Keep in mind that the PACUS library is on double sided only.

8 + 16 = 8?... the 8-bit emulator will possibly be included in the Fall (August) issue of START Magazine along with the source code. This will probably persuade Ron Starkey to finally upgrade to an ST, but he may be holding out for the Commodore or Timex Sinclair emulator.

WEDDING BELLS ARE RINGING... they say that marriages are made in heaven, but it also can happen at a PACUS meeting. Two PACUS members, Dana Frisque and Pat Bath, have announced their upcoming "SIO connection" (get your minds out of the gutter folks!). Dana tried on his tuxedo the other day and was using an "Atari Flying High" pin as a bow tie clip! That poor boy has only one thing on his mind, that this marriage will really increase his software base. Best wishes, Pat and Dana, from PACUS and myself.

P.S. Save some cake for the meeting.

TWINKLE, TWINKLE, LITTLE STAR... Stardust Software is a new company publishing for the Atari 8-bit machines. Look for release of their first product called "Quick Code...The Programmers Library."

ROW, ROW, ROW YOUR BOAT... Broderbund has announced a summer promotion and sweepstakes with the grand prize being a $3,500 Carribbean cruise. "TAKE THE MONEY" sweepstakes and $5 rebate coupons on software are available at PACUS meetings or your favorite dealer. If you didn't get invited along on the PACUS yacht, get a sweepstakes entry today.

GEE, THAT'S...KINDA NICE...Terrific Corp., 17 St. Mary's Ct., Brookline, MA 02147, ([redacted]) 232-2317 is offering discount prices on several of their products to PACUS members, You can order the EZRAM 520 memory upgrade - 25% off, ZTIME 520 or 1040 version - 25% off, X-10 powerhouse controller for 8-bit - 20% off, or Z-port Digital I/O controller for ST series - 20% off. Tell them PACUS sent you.

FONT-TASTIC...Interactive Micro Systems, Box 1188, Canyon Country, CA 91351-2600. (805) 298-7357, has sent us a news release regarding their new product "Font Partner". In their words "Created to make a great program greater, Font Partner will allow users to easily create printer and screen fonts for Softlogik's Publishing Partner". It will be available in mid August, 1987." The price is $24.95 plus $3.00 for shipping and handling.

ON THE ROAD AGAIN...During the month of June, Randy, the wives, and myself traveled to Marshfield to "entertain the troops." The group consists almost entirely of 8-bit owners (with one ST owner). They are an enthusiastic group that have good possibilities of growing into a strong base for north central Wisconsin. We were delighted by their warm reception as we related news of Atari and demonstrated the ST. Folks, we just like talking "Atari"!

HANG ON SLOOPY...if you are of the opinion that our columnist John B. Sloop belongs to one of the other user groups in the PACUS organization, and not yours, you are sadly mistaken. Yes, he walks among us at one (or more) of the meetings. His identity is known only to a select few and he wishes to remain that way. But who is he? Or is it a she? Is this person as strange and demented as his column suggests? PACUS is proud to present our own contest. WHO (OR WHAT) IS SLOOP SWEEPSTAKES is now under way. The rules are simple: fill out an official entry blank telling who (or what) John B. Sloop is, which group he (she) belongs to, and his grandmother's maiden name. Please bring your entry to the next meeting or send it to the address that ar[redacted]s on the back of this newsletter (our address, not yours). Judging will be done by our "Panel of Experts" and no entries will be returned. What's that? You want prizes? We'll give you prizes, a BIG sur-PRIZE!

P/M GRAPHICS
NOT JUST FOR GAMES ANYMORE

by Ron Starkey

In the April 87 installment of this column we saw the technique of overlaying players, but not over-lapping them. The players meshed to form a checkerboard pattern with one player set in red and the other in white, but two players were not displayed on the same pixel. We are now going to look at players that are overlapped and how we can control the display priority so one of the players is displayed in front of the other, or alternatively the overlapping players combine to produce a third color. The player missile display priority is controlled by the value stored in memory location 623. A complete description of all possible control functions of location 623 can be found in "Mapping the Atari" by I. Chadwick.

The value of each of the 8 bits in location 623 has a function. Bit 5 controls player overlap color. If bit 5 has the value 0 then the display of player overlap will be that of the player of higher priority (In this case player 0 has priority over player 1). The color of player 0 will have priority and be displayed. Therefore, it will appear that player 0 is passing in front of player 1. If bit 5 is set to the value 1 (POKEing 32 will do this) then the overlap of players has a third color. The color of the overlap in this case is determined by performing a logical OR on the color value for the two players. More on the color of the overlap in the next installment of this column. Memory location 704 dictates the color of player 0 and location 705 does the same for player 1.

The program shown below will produce two large players (0 and 1) and move player 0 across the screen area where player 1 is displayed. The values for the player colors are displayed as is the GPRIOR value in location 623 (determines the relative priority of the two players). Observe how the players interact as the values change.

The player/missile system is setup in lines 50, 60, and 120 thru 350. Lines 410 thru 540 move player 0 back and forth on the screen and change the colors of the players on each pass by POKEing locations 704 and 705. On each pass the subroutine in lines 610 thru 650 is called to update the display of the important variables used in the program. The GPRIOR is changed between the value 0 (00000000 binary) and 32 (00100000 binary) in lines 550 or 560. A pause routine (line 590) is employed to slow the motion of the players.

Try changing the colors of the players by altering the values of KOLOR1 and KOLOR2 in line 110. See line 115 for a suggestion. The color combinations you will be able to produce will range from wow to ugh. Press the SYSTEM RESET key to exit the program.

```
0 REM "D:PMPRIOR2.BAS
5 REM
10 REM PM GRAPHICS DEMO
20 REM RON STARKEY  JULY 1987
30 REM PLAYERS 0 AND 1
35 REM
40 REM SET P/M BASE ADDRESS
50 PMBASE=PEEK(106)-4
60 POKE 106,PMBASE-1
70 GRAPHICS 0
80 POKE 559,0:REM TURN OFF ANTIC
90 POKE 752,1:REM TURN OFF CURSOR
100 POKE 710,4:POKE 709,0:REM SET COLO
R5
110 KOLOR1=24:KOLOR2=70
115 REM TRY KOLOR1=42:KOLOR2=198
120 REM ==========================
130 REM CLEAR PLAYER MISSLE RAM
140 FOR X=512 TO 768
150 POKE PMBASE*256+X,0
160 NEXT X
170 REM PUT DATA IN PLAYERS
180 FOR PLAYER=0 TO 1
190 FOR LINE=30 TO 70
```

```
200 POKE PMBASE*256+PLAYER*128+PLAYER*
20+512+LINE,255
210 NEXT LINE
220 NEXT PLAYER
230 REM SET COLORS
240 POKE 704,KOLOR1:POKE 705,KOLOR2
250 REM SET HORIZ POSITION
260 POKE 53248,72:POKE 53249,112
270 REM SET PLAYER SIZE
280 POKE 53256,3:POKE 53257,3
290 REM SET VERT RESOLUTION
300 POKE 559,46
310 REM ENABLE THE PLAYERS
320 POKE 54279,PMBASE
330 POKE 53277,3
340 REM SET PRIORITY
350 POKE 623,8
360 REM ==========================
370 POSITION 4,1:PRINT "P/M GRAPHICS P
RIORITY REGISTER:"
380 POSITION 5,5:PRINT "PLAYER 0 COLOR
:"
390 POSITION 5,16:PRINT "PLAYER 1 COLO
R:"
400 POSITION 10,22:PRINT "PRESS RESET
TO EXIT";
410 FLAG=1
420 POKE 77,0:GOSUB 610
430 FOR X=72 TO 152
440 POKE 53248,X
450 TIME=10:GOSUB 580
460 NEXT X
470 POKE 704,KOLOR2:POKE 705,KOLOR1:GO
SUB 610
480 TIME=60:GOSUB 580
490 FOR X=152 TO 72 STEP -1
500 POKE 53248,X
510 TIME=10:GOSUB 580
520 NEXT X
530 TIME=60:GOSUB 580
540 POKE 704,KOLOR1:POKE 705,KOLOR2:GO
SUB 610
550 IF FLAG=1 THEN POKE 623,32:FLAG=0:
GOTO 420
560 IF FLAG=0 THEN POKE 623,8:FLAG=1:G
OTO 420
570 REM ==========================
580 REM PAUSE LOOP
590 FOR PAUSE=0 TO TIME:NEXT PAUSE:RET
URN
600 REM ==========================
610 REM REPORT VALUES
620 POSITION 15,2:PRINT "POKE 623,";PE
EK(623);" "
630 POSITION 22,5:PRINT "POKE 704,";PE
EK(704);"  "
640 POSITION 22,16:PRINT "POKE 705,";P
EEK(705);"  "
650 RETURN
660 REM ++++++++++++++++++++++++++++
```

NEWS ITEMS

CompuServe has lowered their daytime connect charges. The rates are now the same 24 hours a day; $6.00/hr for 300 baud, $12.50/hr for 1200/2400 baud.

A complete line of ATARI calculators will soon be arriving in the stores. A company named Hartech Ltd. licensed the ATARI name and logo for their line of calculators, which includes solar LCD credit card size calculators, desktop calculators, and a 4000 charactor data bank calculator which can store names and phone numbers. Look for them this summer.

Upcoming Meeting Dates

PACUS – Green Bay:

August 1st

September 5th

October 3rd

Green Bay meetings start at 9:00 a.m. in the meeting room of EastTown Mall, Green Bay.

PACUS – Appleton:

August 11th

September 15th

October 13th

Appleton meetings start at 6:30 p.m. in room W20 of UW-Extension, Midway Road, Menasha. NOTE! The August meeting will be held in room W40.

PACUS – Sheboygan:

September 15th

October 13th

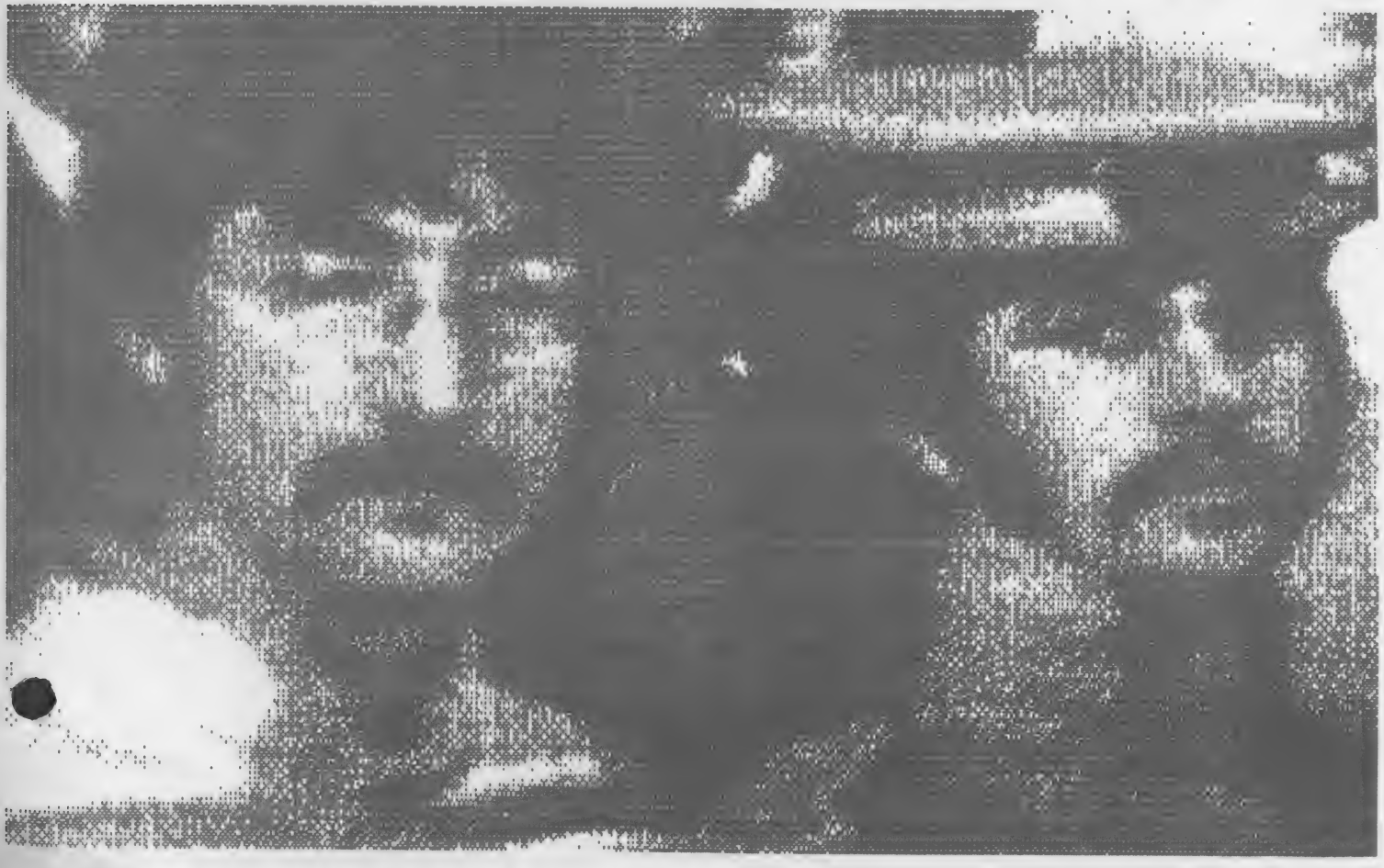
Sheboygan meeting start at 6:30 p.m. at the Sheboygan Y.M.C.A.

Local Atari BBSs

ACE BBS 497-8165
24 hrs
On-line games
One-liners
300–1200 baud

ACE-ST BBS
24 hrs 496-0724
PACUS message base
20 megs on-line
300–1200–2400 baud

Freedonia BBS
24 hrs 766-0334
Easy to get on
Please call, I'm lonely!
300 baud



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304 North Appleton Street
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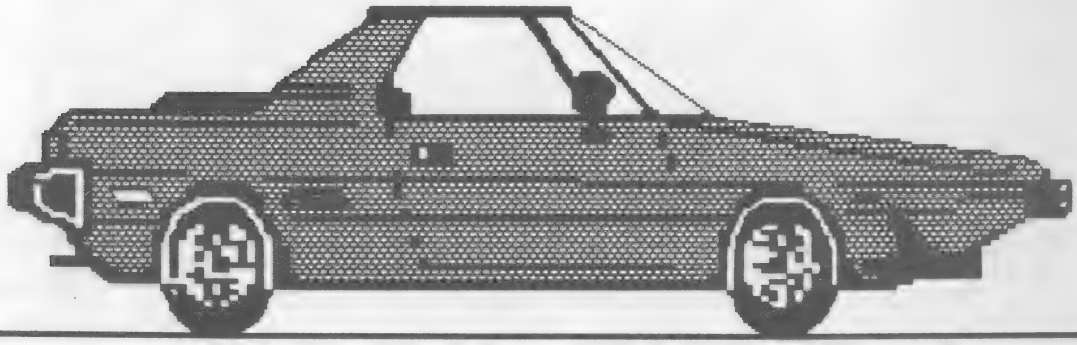
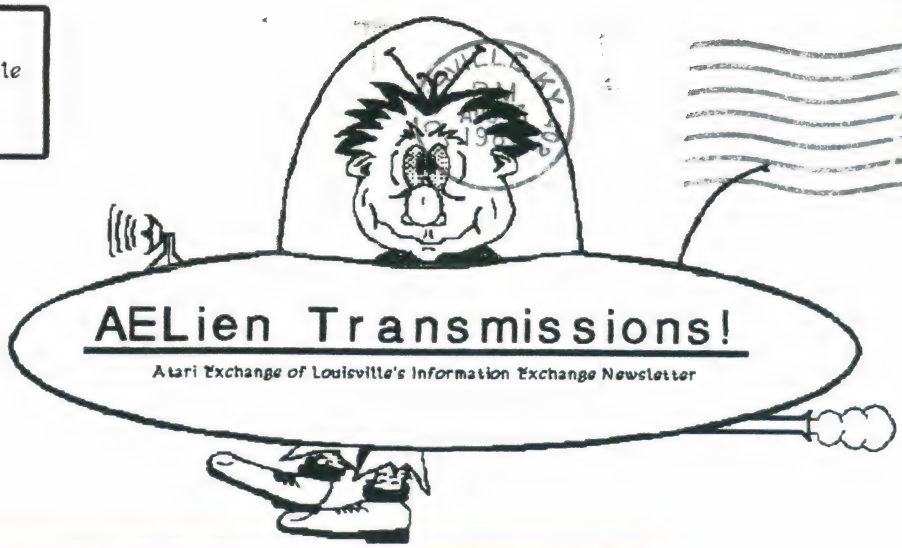


FOCUS
2714 S. Eleventh Place
Sheboygan, WI 53081

FIRST CLASS

EXCH
JACG
8 CRESCENT RD.
PINEBROOK NJ 07058

From:
Atari Exchange of Louisville
P.O. Box 34183
Louisville, Ky. 40232



AELien Transmissions!

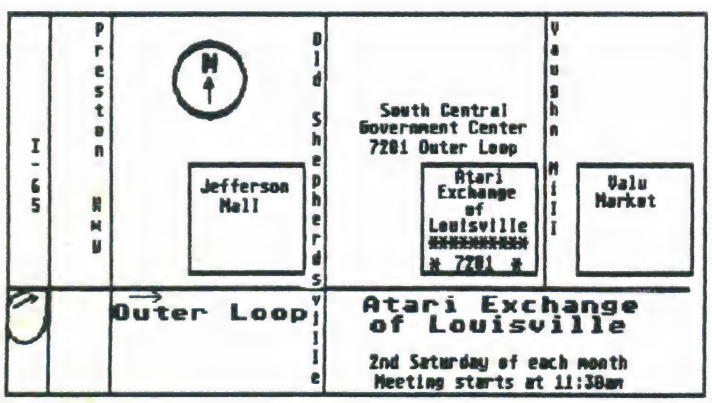
Atari Exchange of Louisville's Information Exchange Newsletter

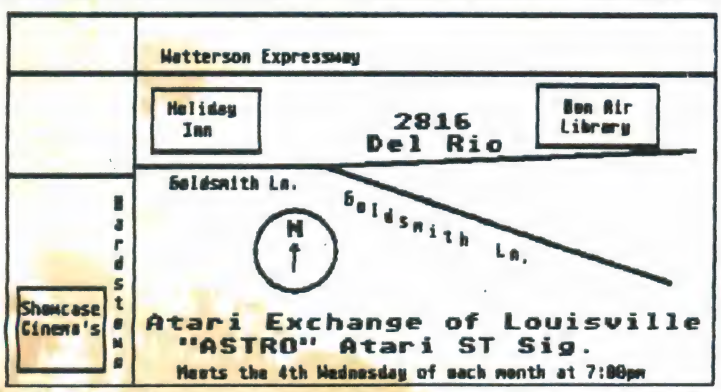
To:

Jersey Atari Computer Group (JACG)
R.P. Mulhearn Jr.
8 Crescent Rd.
Pine Brook, New Jersey 07058

August 1987

Atari Exchange of Louisville





Topic of the month:

Turbo Basic

Articles included:

Turbo Basic command list

Reviews:

Turbo Basic
Flight Simulator II version 1.1
Flight Simulator II Scenery disk #7 (East Coast)
Flight Simulator Adventures book
Midi Maze

DC Sig meetings are the 1st Wednesday of the month 7:00pm at the Bon Air library. An 8-bit Sig.

AELien Transmissions is published monthly by and for dues paying members of the Atari Exchange of Louisville. All contents are public domain (except advertisements) and available for duplication provided proper credit is given to the AEL and the author. AELien Transmissions is shared on an exchange basis with any other Atari User Group. A monthly subscription is available to nonmembers for $8.75/year.

The Atari Exchange of Louisville is not affiliated with the Atari Corporation. The articles contained in this newsletter are the opinions of the authors and do not necessarily reflect those of the officers or the group.

Any dues paying member of the Atari Exchange of Louisville may submit an article to the editor for publication. The deadline for submission is the last Saturday of each month. Articles may be edited and/or published at the discretion of the editor. Articles are best handled when submitted on disk or uploaded via modem. Get them to Jack Link, 7501 Sunset Lane, Crestwood, KY 40014 or send to the Atari Exchange of Louisville's ATARI SCENE BBS at (502) 964-2924. AtariWriter, ST Writer or ASCII format is preferable.

Atari Exchange of Louisville Officers

President:	*Don Garr*
VP Coordination:	*Bobby Jackson*
VP Membership:	*Jerry Badger*
Treasurer:	*Whittie Vance*
Secretary:	*Jody Estes*
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PD Librarian:	*Lloyd Bromwell*
Newsletter Editor:	*Jack Link*
BBS Sysop:	*Rich Link*

Business Meeting

The Business Meeting for the Atari Exchange of Louisville is held on the 2nd Saturday of each month at the Central Jefferson County Government Center, 7201 Outer Loop, Louisville KY. The library opens for returns at 11:00am and the meeting begins at 11:30am. Dues for one year are $20.00 per person/family. Membership includes monthly issues of AELien Transmissions (not mailed), access to the AEL software library, and priveleged access to the ATARI SCENE BBS.

DCSig Meeting

The DCSig meets on the 1st Wednesday of the month at the Bon Air Library, 2816 Del Rio Place at 7:00pm. This group is now becoming the place to discuss the Atari 8-bit computers.

ASTRO Sig Meetings

The ASTRO Sig meets to discuss the latest on the ST line of Atari computers. Meetings are held the 4th Wedensday of each month, at 7:00pm, at the Bon Air Library on 2816 Del Rio Place. For additional information contact Jack Link at (502) 241-6678 or on the ATARI SCENE BBS.

I'd like to thank Don Garr for the great artwork on the cover of the newsletter this month. Don used a combination of Degas Elite and Publishing Partner to come up with a quite impressive display.

AELien TRANSMISSIONS

The Information Exchange Newsletter of the Atari Exchange of Louisville

President's Viewpoint

It was a pleasantly peaceful dream I was enjoying, that Saturday morning in July, forgetting all about any of the problems which normally prey on my sanity. I had used little or no judgement the night before when I stayed perched in front of my computer screen for hours on end selfishly dragging my tired bloodshot eyes deep into the reckless hours of the morning. Anything could have been happening in the world, or even inside my house for that matter, and I wouldn't have known about it for I was catching my second wind at sawing a giant Sequoia log and planning on overtime!

I was truly dedicated to the task of sawing the whole forest into sawdust and getting ready to start on another giant Sequoia when, right there in the middle of the forest, ...the phone rang?

Apparently tired from my vigorous sleep, it took great determination and effort to fumble my way to the phone receiver which sits right next to the bed. Sounding terribly incoherent I answered the call. It was AEL officer Bobby Jackson calling to let me know about a couple of things I needed to do before the meeting which would start in a couple of hours. It was a good thing for that forest that Bobby called when he did.

Before I could even get back to my dedicated task the phone rang again. This time, answering with a slightly more coherent voice, I found it was AEL officer Paul Moore calling. Paul was bearing bad news and it didn't take me long to wish I was back in the forest again.

It seems we were caught in an unfortunate situation which defied an easy solution. Paul filled me in on everything while I struggled to come to my senses. We finally reached a point where we both agreed and decided to go with it, right or wrong.

It was really depressing to have the day start off like that and what made matters worse was that there were no indications that it was going to get any better.

Opening the floor for nominations at the meeting didn't lend itself towards making my day either. But then the pieces started falling into place. Chyrel Oliver volunteered for Librarian, Bobby Jackson volunteered for V.P. Coordination and we already had nominee's for all the other offices... except President.

Finally recognizing and realizing the levity of the situation and feeling the burden of responsibility weighing heavily upon my shoulders (not to mention the .38 special pressing deep into my side) I made a 6 month snap decision... I ran for reelection. Since then I've been reaping the rewards of my decision. The threatening phone calls have stopped, there are no more dead animals on my front door step and my family has been returned to me. It pays to be "The Pres"!

Please do your best, as I will, to welcome these volunteers, whether they're serving another term or they're coming in as new officers; for they have volunteered to spend a great deal of time serving you with no expectations of getting anything in return except gratitude. I believe that deserves at least a few positive comments on your part. Go out on a limb... say thank you to the hard working officers of the AEL.

Next month our topic will have a slightly different twist, so watch for it and I'll see YOU at the meeting.

THE ENDLESS CYCLE

by Jack Link

I can remember all too well those early days as a new member of the AEL. The officers would constantly remind the membership of the need for articles for the newsletters. Of course being rather new and inexperienced to Atari computers, I had a feeling of deficiency at the ability of telling those much more involved how to get the most out of the machine or the best programs available. Needless to say, I didn't spend my time burning up the keyboard writing articles (I don't think I had bought AtariWriter until several months later).

Now the shoe is on the other foot, for I am now the Newsletter Editor for the AEL and it is my turn to BEG for articles. In the several years I have been a member, I have come to realize that we have many members who COULD write articles but still remain reluctant to do so. Whether it is a lack of confidence or discipline is difficult to say, but the ability and experience is out there.

So how do I get people involved? It is likely that Don Garr will continue his 'Topic of the Month' program and search out members who have shown experience or interest in thoses areas. And Charles Crowder has indicated he will continue writing for the ST group. I want to get a little additional variety though, by occasionally making an individual reqest from a member to write an article for some future newsletter. The topic will be at the draftee's choosing rather than the club's.

Now please don't quit coming to the monthly meetings in an effort to evade my possible request! If you felt that strongly about not writing, I would surely let you off the hook. I think though you will feel a sense of pride and accomplishment after you see your article in print.

I appreciate your confidence in me to fulfill this role as your Newsletter Editor and hope we can together produce something with purpose and pride. We will be trying to dress up AELien Transmissions with more visual displays as the months pass. Please feel free to discuss with me any ideas or thoughts that you feel will make the newsletter more useful and informative or presentable. It really is a team effort and involvement is what makes this thing come together. Hope you enjoy the coming editions!

MEETING MINUTES

by Rich Link

The July meeting brought with it another round of elections. Unfortunately, the slate of candidates was not full, leaving our president in a kind of a predicament. Due to some unfortunate circumstances, the ballot had no candidate for President or for Librarian. Paul Moore explained again the duties of the librarian. After due consideration, Chyrel Oliver volunteered to run for the office. (Thanks Chyrel!!!) Clay Crouch and Rick Willias agreed to assist Chyrel in the duties.

Don Garr then offered to rerun for president, even under the threat of severe penalties from the current First Lady! Bobby Jackson volunteered to run for VP Coordination, thus filling out the slate. Since there was only one candidate for each office, Mark Stroud moved that all officers be elected en masse. The move was unanimously accepted by the members. For the 1987/88 term, the officers will be:

Don Garr.....President
Bobby Jackson....VP Coordination
Jerry Badger.....VP Membership
Jody Estes.....Secretary
Whitie Vance.....Treasurer
Chyrel Oliver....Librarian
Lloyd Bromwell...PD Librarian
Jack Link.....Newsletter Editor
Rich Link.....BBS Sysop

With the election over, we moved on to more pleasant business. BLAZING PADDLES for the 8 bit computers and REGENT BASE for the ST have been ordered. The purchase of PUBLISHING PRO and NEWS STATION programs for the 8 bits was discussed but it was decided to write to the program's publishers for additional information. In lieu of purchasing a program called WINDOWS, a public domain program called GEMDOS is available in the PD library and will soon be available on the Atari Scene BBS.

Rich Link gave some information about new things on the BBS, particularly the addition of download file descriptions in the Library section of the BBS. There is also a new AEL information page and a policy statement regarding uploads of magazine

programs will be online soon. Paul Moore requested that all outstanding library programs be returned even though the library was not present. Don Garr announced that the Basic SIG would discuss TurboBasic for the XL/XE computers.

The topic of the month was INTERFACES. Don brought along his ill fated MPP Plug'n Print and his half finished Atari 850 (should that be 425?) interface. Rich Link gave a quick explanation of the capabilities of the ICD MIO with 256k or 1M ramdisk, serial/parallel ports and a SCSI compatible port.

For the Coup De Grace, Don brought along his nightclub act: a 520 ST, Roland synthesizer and Activision's Music Studio Software. It was obvious to all that the truly talented members of the group were all electronic (although Don plays a mean mouse button!). Music can be composed using either the keyboard of the ST or of any MIDI compatible synthesizer. It was quite a serenade.

Finally, Lloyd Bromell presented a plaque of appreciation to Don for his service to the AEL for 1986/87.

BBS Report

by Rich Link

As many of you know, I have taken over duties as BBS sysop of the ATARI SCENE! Although it's at a new location, the number is still the same and it's still up 24 hours a day.

I have been making a few changes, but in general, why mess with a good thing? Overall, the board seems to run well. Some improvements are being made in the [L]ibrary section. The 8 bit PD files are divided into 3 sections, Utilities and Applications, Fun and Games and the Audio/Visual Department. By separat ing into groups, the printouts become more managable and you don't have to wade through a stack of programs you aren't interested in. Of course you can still hit the [B]rowse function and get a full listing of online titles.

We hit a milestone this month on the SCENE! when Chyrel Oliver, our new librarian, was the 10000th caller. I have it on good authority that she stayed up all night waiting for just the right time.

Well, that's all for this installment. Be sure and give the board a call. The number is:

ATARI SCENE BBS
(502) 964–2924

This issue of AELien Transmissions is being produced using EASY DRAW on a 520 ST. In an effort to improve the appearance of this rag, I would be happy to hear your comments and suggestions.

The use of pictures or 'clip art' as they are sometimes called, would be a welcome addition to the current all text format. If you have any artistic ability and developed your own pictures or have some PD 'clip art' files that are compatible with EASY DRAW, by all means get with me at a future meeting or contact me on the ATARI SCENE BBS.

And of course we always need good articles to keep AELien Transmissions interesting and informative. So don't be shy and think you have nothing to offer. There may even be an article from some other club's newsletter that you found worth sharing with our members. Sit yourself down at that keyboard and allow the prose to flow from your fingertips.

TURBO BASIC

Reviewed by Don Garr

Turbo Basic is the most fantastic piece of software I have ever seen hit public domain. Why it's public domain I'll never understand. This is a basic programming language that I would have gone out and paid cold hard cash for. This thing's sharper than bee's buns!

Turbo Basic incorporates a lot of those extra's you always wanted but knew you'd never get. For instance:

1. Totally compatible with Atari Basic. So all you're existing programs will work just fine.

2. Fixes for some of the bugs in Atari Basic.

3. Requires 1603 less bytes of memory than Atari Basic.

4. Most DOS utilities built right into Basic.

5. 3-5 times faster than Atari Basic.

6. Can accept upper/lower/or inverse characters for most commands.

7. Incorporates structured programming commands such as PROCEDURES, DO-LOOPS, WHILE-WEND, etc...

8. Graphic commands that automatically draw circles and ellipses.

9. Commands that will run binary programs (DOS Option L).

10. Allows the use of line labels and procedures.

11. Enhancements to sound routines.

12. Easy time delays with a one word command.

13. Single commands to clear the screen, print numeric variables to disk, fill color, get error # and error line # and search for string data within a string.

14. Prints a description with the error number.

15. Can use MS-DOS style of input with text prompt.

16. Will allow TRACEing during program execution.

17. It will also DUMP all program variables to screen, printer or disk showing dimensioned size and actual size.

In short, where else could you find so much for so little?

Turbo Basic comes to us from Holland and is an outstanding addition to anyone's public domain collection. A basic compiler has also been developed for Turbo Basic which will turn your programs into lightning fast binary programs. From what I've read it'll compile almost anything. The only thing I remember it had trouble understanding were 2 nested NEXT statements following only 1 FOR statement. Example:

```
10 For X=1 to 50
20    Pause 50
30    If X > 24
40       Rem Print count down
50       ? 50 - X
60       Next X
70    Endif
80    ? "Not half way yet"
90 Next X
```

Turbo Basic has so many added features that I find it very difficult to try and touch on all of them, so I've included a reprint from a corresponding user group's newsletter that does a really good job summing up the enhancements. Remember that Turbo Basic is compatible with Atari Basic so the list that follows only shows additional capabilities.

The only problem I really have with Turbo Basic is it's incompatibility with Sparta DOS. And the original version would only run on XL/XE's, but they have since developed a version for the Atari 800. Oh well, I guess it had to have some kind of problem with it. Look over the following article and "Read em and rejoice".

This article has been retyped by Don Garr as a reprint of an article from the STATUS (Southside Tidewater Atari Technical Users Society) newsletter of Virginia Beach, Va.
Compiled and Translated by
Dave and Laura Yearke

Turbo Basic Command List

In case you've just landed from Mars, or just plain haven't heard yet, Turbo Basic is the exciting new Public Domain Basic interpreter that we received from the Atari Users Group in Holland. It works on the XL or XE series of Atari computers. It's almost too good to be true and should be a definite must for all XE or XL Atari owners. Turbo Basic, in addition to offering 42 more command and 22 more functions than Atari Basic, gives the user 1809 more bytes of program space by "hiding" part of itself under the XL/XE's operating system. It also runs 3 times faster than Atari Basic, includes most DOS commands, has advanced graphics and programming function, and is insensitive to lower case or inverse characters for most commands.

Note: Commands are in the following format:

Name Syntax Description

Disk I/O

BLOAD Bload"D:name" Binary loads file "name" (DOS option L with /N).

BRUN Brun"D:name" Binary load and run file "name" (DOS option L).

DELETE Delete"D:name" Deletes the file "name" (DOS option D).

DIR Dir Disk directory (DOS option A).

DIR Dir"Dn:*.*" Directory of drive n. Note wild card extenders may be used.

LOCK Lock"D:name" Locks the file "name" (DOS option F).

RENAME Rename"D:old,new" Renames the file "name" (DOS option E).

UNLOCK Unlock"D:name" Unlocks the file "name" (DOS option G).

Graphics

CIRCLE Circle x,y,r Plots a circle with center at x,y and radius r.

CIRCLE Circle x,y,r,r2 R2 is an optional vertical radius for true circles or ellipses.

CLS CLS Clears the screen.

CLS CLS #6 Clears screen opened in channel 6.

FCOLOR Fcolor n Determines fill color

FILLTO Fillto x,y A fill command analogous to the BASIC commands "POSITION x,y: XIO 18,#6,0,0,"S:"

PAINT Paint x,y Another type of fill command, this one is a recursive routine that will fill any closed object as long as x,y are inside it.

TEXT Text x,y,a$ Bit-blocks text in a$ at x,y.

DPOKE Dpoke m,v Pokes location m,m+1 with 2-byte integer v (0 <= v <= 65536).

MOVE Move m,m1,m2 Block transfer; moves m2 (number of bytes) from starting position m to new starting position m1.

-MOVE -Move m,m1,m2 Same as Move but copies starting with the last byte of the block.

BPUT Bput #n,adr,len Block Put; Same as For I=0 to Len-1:Get #N,A:Poke(adr+I):Next I

BGET Bget #n,adr,len Block Get; Same as For I=0 to Len-1:Get #N,A:Poke (adr+I):Next I

%PUT %Put #n,a Until now, there was no convenient way to put numeric values onto disk or cassette files other than by using PRINT, which converted them to strings first, a slow and cumbersome process. %PUT puts the number to the device "as is" in 6-byte FP format.

%GET %Get #n,A Get a number stored with %PUT from the device and store it in variable A. Again, this is much faster than using "INPUT #n,A".

Structured Programming

REPEAT Repeat Start a REPEAT-UNTIL loop.

UNTIL Until <c> Terminate when condition <c> is met.

WHILE While <c> Start a WHILE-WEND loop to end when condition <c> is met.

WEND Wend Terminates a WHILE-WEND loop.

ELSE Else Optional extension for IF. The IF condition must not be followed by a "THEN", but terminated by end-of-line or colon.

ENDIF Endif Ends an IF-ELSE-ENDIF or IF-ELSE condition. Note that this allows an IF condition to span more than one BASIC line, provided the "IF" statement is structured without the THEN statement.

DO Do Starts an "infinite" DO loop.

LOOP Loop Cycle back to the start of a DO loop.

EXIT Exit Exit a DO-LOOP loop.

PROC Proc name Start definition of procedure (something like a subroutine).

ENDPROC Endproc End definition of procedure return to point of branching.

EXEC Exec name Execute procedure name. Branch to a procedure.

General Programming

PAUSE Pause n Pause processing for n/50 seconds.

RENUM Renum n,i,j Renumber the program starting at line n, first number is i, increment is j. This function will handle GOTO's, TRAP's and all other line references except those which involve variables or computed values.

DEL Del n,i Delete lines n-i

DUMP Dump Display all variables and values. For numeric arrays, the numbers are the DIMed values plus one. For strings, the first number is the current LENgth of it and the second number is the DIMed size of it. DUMP also lists procedure names and labels with their line values.

DUMP Dump name Dump to device name, such as "P:" or "D:DUMP.DAT".

TRACE Trace Trace program during execution.

TRACE - Trace - Trace mode off (Default).

DSOUND Dsound n,f,d,v Form of SOUND which activates channel-pairing for increased frequency range.

DSOUND Dsound Turns off all sounds.

GO TO Go to n Alternate form of GOTO.

*L *L Turns line-indenting on (default).

*L- *L- Turns line-indenting off.

*F *F (or *F +) Special mode for FOR...NEXT loops which corrects a bug in Atari BASIC. Seems that in Atari BASIC, an "illegal" reverse loop like "FOR X=2 TO 1:PRINT X:NEXT X" will execute once even though the condition is met initially (X is already greater than 1). Turbo BASIC fixes this bug, but leaves it available for Atari BASIC programs which may take advantage of it.

*F- *F- Turns off the special FOR...NEXT mode to make Turbo BASIC act like Atari BASIC.

*B *B (or *B +) Command which allows the break key to be trapped via the "TRAP" command within a program.

*B - *B - Turns off the special BREAK key mode.

-- -- Special form of REM which puts 80 dashes in a program listing.

Line Labels

name Assigns the current line number to the label name. This is a convenient way to get around the problem of renumbering when using variables as line numbers. Labels can be thought of as a special form of variable, as they occupy the variable name table along with the "regular" variables. We also believe that the number of variables allowed has been increased from 128 to 256 to allow for the addition of these labels.

GO# Go# name Analogous to the GOTO command.

Modifications

CLOSE Close Close channels 1-7.

DIM Dim a(n) Will automatically assign a value of zero to all elements of the numeric array being dimensioned, and null characters to all elements of a string (the LEN is still variable, however, and initially zero).

GET Get name Wait for a key press, assign the value to name. Same as "OPEN #7,4,0,"K:":GET #7,name:CLOSE #7".

INPUT Input "text";a,b... Prints text as a prompt before asking for variable(s), same as Microsoft BASIC.

LIST List n, List program from line n to end.

ON On a Exec n1,n2... Variation of ON...GOSUB for procedures. N1, n2 and so on are names of procedures to be run.

ON On a Go# n1,n2... Similar to ON...GOTO except that line labels are used instead of line numbers.

POP Pop This command now pops the run time stack for all four types of loops.

PUT Put n Same as "PRINT CHR$(n);"

RESTORE Restore #name Restores the data line indicated by the label name.

RND Rnd Parentheses are no longer needed at the end of this command, but it will still work if they are there.

SOUND Sound Turn off all sounds.

TRAP Trap #name Traps to the line referenced by the label name.

Turbo Basic Functions

Arithmetic/Logic

HEX$ Hex$(n) Convert n to hex string.

DEC Dec(a$) Convert hex string A$ to decimal.

DIV n Div i Integer quotient of n/i.

MOD n Mod i Integer remainder of n/i.

FRAC Frac(a) Fractional part of a.

TRUNC Trunc(a) Truncates fractional part of a.

RAND Rand(a) Generates random number 0-n.

$ $nnnn Allows input of hexadecimal numbers, but they are converted to decimal. Ex. "FOR i=$0600 TO $067F" => "FOR i=1536 TO 1663".

& n & i 8-bit boolean AND.

| n | i 8-bit boolean OR.

EXOR n EXOR i 8-bit boolean Exclusive-Or.

Memory

DPEEK Dpeek(m) Double PEEK of m,m+1. Peeks 2 memory locations.

TIME Time Time of day (numeric).

TIME$ TIME$ Time of day string, HHMMSS. Unfortunately, the time commands don't work properly because they were written for European Atari's which operate at 50hz, instead of 60hz like American ones, the net result being that they gain 12 minutes each hour.

INKEY$ Inkey$ Returns last character typed.

INSTR Instr(x$,a$) Returns relative location of start of string A$ within X$ (returns 0 if not found). The match must be exact; strings with the same letters but differences in case or type (normal or inverse) will not be found.

INSTR Instr(x$,a$,i) i specifies the starting point of the search.

UINSTR Uinstr(x$,a$) Same as INSTR, does not distinguish between case or inverse characters. Ex: UINSTR("HeLlO","hello") returns 1.

UINSTR Uinstr(x$,a$,i) Specifies optional starting point.

ERR ERR Value of last error number. Same as "PEEK(195)".

ERL ERL Line # last error occurred at.

Constants

%0 %1 %2 %3

These four constants simply stand for the numbers 0-3, respectively. The difference with using these in a program is that "X=1" requires 10 bytes, whereas "X=%1" only needs 4 (numbers require 7 bytes, 6 for the number plus an identifier preceding it. It is always a good practice to make variables for numbers that are used more than three times in a program.)

Notes:

1. Variable, Procedure and Label names may contain the underscore "_" character.

2. To print a double-quote (") in a text string, use tow of them together, instead of the Atari BASIC method of using CHR$(34). Example:

"TEST";CHR$(34);"TEXT" becomes "TEST""TEXT" in Turbo BASIC, both of which produce the output = TEST"TEXT.

3. Upon initial boot-up, Turbo-BASIC looks for a BASIC file named AUTORUN.BAS. If it finds an AUTORUN.BAS file, it will automatically load and run it. (Turbo BASIC is named AUTORUN.SYS).

4. Turbo BASIC also prints out English descriptions of all errors, including several new ones for errors involving the new commands.

5. An example of a multi-line IF statement:

```
10 IF X > 10
20    PRINT X-10
30   GO# TOO_BIG
40 ELSE
50    PRINT X
60    GO# X_IS_OK
70 ENDIF
```

Note the use of line labels in the GOTO statements.

Error Codes

Error 22 ?NEST	Loops not properly nested.
Error 23 ?WHILE	WEND with no corresponding WHILE.
Error 24 ?REPEAT	UNTIL with no corresponding REPEAT.
Error 25 ?DO	LOOP with no corresponding DO.
Error 26 ?EXIT	EXIT is outside a LOOP.
Error 27 ?XPROC	Error executing PROCedure.
Error 28 ?EXEC	ENDPROC with no corresponding EXEC.
Error 29 ?PROC	PROCEDURE does not exist.
Error 30 ?#	Label does not exist.

Also Error 15 has been expanded to include an UNTIL which relates to a REPEAT which has been deleted.

ASTRO Sig

Atari ST Resource Organization

by Jack Link

The July meeting may not have come off if it hadn't been for the resourcefulness of Don Garr in getting us into the building. Once settled in though, we got down to discussing a little business and program demos. Yours truly presented the roster of names of those members elected to serve for the 1987-1988 term in the AEL. Also, Don Brock has agreed to have the ST library available at the AEL business meetings held the second Saturday of each month. This will be an additional opportunity to turn in or check out programs. Thanks Don for giving us this added time for the library.

Charles Crowder and Louis Kuhl have offered to put together various PD disks to be made available to members for a small copy fee. If we can get the disks fairly quickly, we should have some disks at the next meeting.

For your entertainment, K-Switch and MidiMaze were demonstrated. K-Switch is a desktop accessory that allows a 1 meg ST to be partitioned into two machines (at least from a software point of view. Of course it eats a lot of ram and won't always work with a particular program, but it is neat to switch between Flash and ST Writer with the press of three keys.

Next, Charles Crowder and I linked our STs together for a little MidiMaze. This program finally gives me a use for a midi cable considering my lack of any musical ability. It really should be a hit.

Prior to the meeting breaking up, there was a request for the club to consider purchase of PC-Ditto. Because no official vote was taken, it will be presented to the group either at the business meeting or our next sig meeting.

At the next meeting, I would like someone to put on a presentation centered around drawing programs and picture files for the ST. If you have a good working knowledge of the ST picture formats and programs, why not drop me a line so we can have an informative program for our next get together. See you Wednesday, August 26th at the Bon Air Library.

STate of the Software Art

by Charles E. Crowder Jr.
Contributing Editor - ASTRO SIG

Well, it's time for another presentation in the this review of ST software. This month, I am looking at Flight Simulator II version 1.1 and several spinoff products that have become available for it.

Flight Simulator II version 1.1

Flight Simulator II has been one of the top sellers for any computer which it has been produced. This has held true for the ST as well. In the past there have been a few problems with it. These were mainly:

1) Lack of joystick control
2) Different versions to support monochrome and color
3) Copy protection
4) Limits on user databases
5) Inaacuracies in the simulation (i.e., never running out of fuel,etc)

With this new release, SubLogic has corrected three of these problems. Joystick control has been implemented along with mouse control and the keyboard. Both monochrome and color are now supported on the same disk. The program detects which monitor is connected and loads the proper program module. For hard disk users, the copy protection is now gone, so loading from a hard disk is now supported. For those who use the multi-player mode, the ADF can now display the direction to the other players plane while the DME will indicate the distance. The autopilot can also be used to lock onto the other plane and bring you together.

Having used the new version since mid-June, I can say that the joystick mode is long overdue, but like the mouse takes some getting used to because the joystick movements are sequential rather than random as with the mouse. If you are in a hard left turn and wish to center the control, you must start the movement before the aircraft is too far into the turn or you will over-control the aircraft trying to compensate for the slow joystick movement.

The other problems in the simulation have not been cured yet. The editor requires that the aircraft already be in the air or you will crash as soon as you exit the editor for inflight maneuvers. The limits on the user defined databases still exist, and it is still possible for the pilot to fly around the world forever without running out of fuel.

While these problems are minor and detract very little from the enjoyment of the program, I hope that SubLogic will correct these obvious flaws in the near future.

If you haven't received notice of the upgrade and still have version 1.0 of the ST version of FSII, send your original disk to SubLogic at the address on the back of the product box and mark the envelope 'ST VERSION UPDATE'. The update is free and takes about 2-4 weeks.

Rating: ****

Flight Simulator II Scenery Disk #7

This is the first scenary disk released for the ST (#11 has since been released with SubLogic promising more on a once a month schedule). This release covers the East Coast from New York (exclusive) south to the Florida Keys (inclusive). The scenary is improved over the master disk and is more like the scenary available on the STAR scenary disks for the 8-bits. It is fairly detailed althought the graphics are still blocky. The data for the scenary on this disk takes up a singlesided disk and includes a shuttle on Launch Complex 34A, several gantries for earlier space launches and the gigantic Vehicle Assembly Building built for the Apollo Moon shots and now the building where the shuttles are stored and mated for final assembly. Washington shows the White House, Capitol, Pentagon, Washington Memorial, and several others. The list of sights is too lengthy to list but this disk is worth the price for those who like to fly the simulator.

Rating: ****

Flight Simulator Adventures

for the Macintosh, Amiga, and Atari ST

This book is a collection of adventures that are designed to challenge the FSII pilot and range from fairly easy to very hard. The book explains how to set up the adventures and is very similar in tone to the earlier books available for the 8-bit systems and the IBM PC and Compatibles. It covers several flaws in the different versions of FSII available for the above systems and includes the maps for the users of the Microsoft version which has incomplete charts. This is one of four new books available from Compute Publications that cover FSII and some of the other flight simulators available. The others are more general, teaching you how to navigate on instruments, etc. and will be covered in a future article.

The main part of this book is a series of adventurers that you must complete in order to move on as each one is designed to train you to do a particular thing, from navigation to landing. Admittedly, you have to have a good imagination, since you are placed in situations that cannot be simulated, from a skyjacking to a prison break.

A good book whose appeal is mainly to the FSII addict. If you fit this catagory, this book is a must have for your library.

Rating: ***

MidiMaze by Hybrid Arts

The last item I will cover this month is the latest craze on the ST market. It is MidiMaze from Hybrid Arts Software. This is the multi-player program that has held the attention of thousands at Comdex and CES for the last year. It runs on any ST with at least 512K of RAM and requires the RGB monitor and two Midi cables.

Xanth F/X has a real winner with this program. This is the same group responsible for those stunning 8-bit and ST graphics demos over the last couple of years. MidiMaze can by played by one or more players with a maximum of 16 players (this is the limit of the color registers in low-resolution).

With one player, you first tell the computer that you are playing alone since the system will boot up as a slave system. You then set the other factors, such as number of computer players and their intelligence level (from dumb to dangerous), number of hits to kill, and what maze you wish to play. After that you must run around a 3-D maze looking for the other players. The players are represented by different color 'Happy Faces'. These are those silly circles with the smiling face and the logo 'Have a Happy Day!'. At the top of the screen you have a Happy Face that loses it's smile as you get hit by the others. A game consists of 10 rounds and the number of rounds won by each player is shown by the scale between rounds and the number of hits scored is shown during play. Location of the other players is shown on an overhead map display before play. The same map shows the location of the player during the game without showing the others.

While the single player mode is fun and can provide a challenge, the multi-player mode is the best. As more players get involved, the challenge heightens with each player out to kill the others. Play is similar to the solo mode, without setting up the computer players.

I demoed this program at the July ASTRO meeting and can report that everyone played the game at least once and several played the game until it was time to leave. It was extremely popular and will be demoed at the August AEL business meeting.

Rating: *****

LACC

AUGUST
1987

THE OFFICIAL NEWSLETTER OF THE LAWRENCE ATARI COMPUTER CLUB

IN THIS ISSUE:

Is The 8-bit Dead?

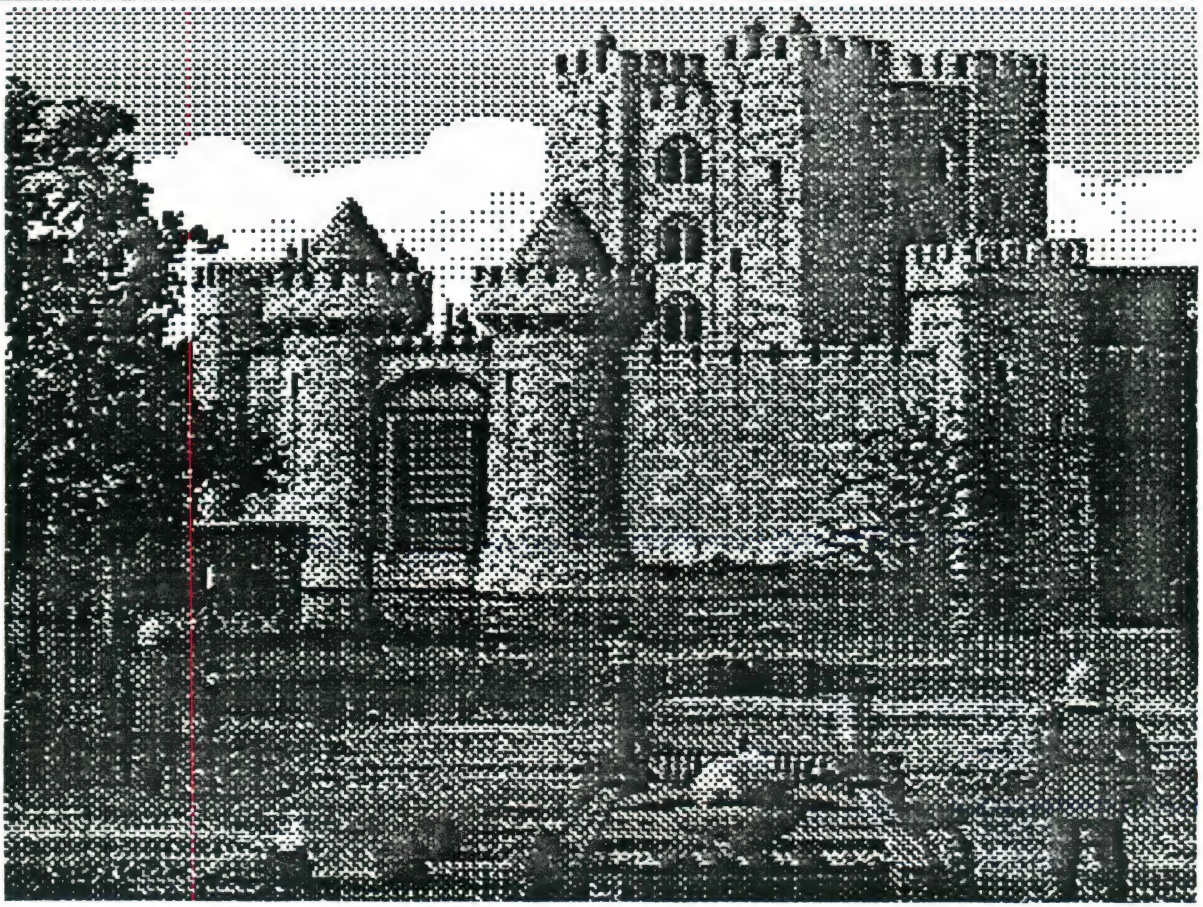
Atari Sells to Music Stores

Disk Of The Month-ST!

Mark Duncan's RANDOM ACCESS

ATARI-Just A Game Machine???

LACC INFO and NEWS!!!



RANDOM ACCESS

Mark Duncan - President

NEXT MEETING AGENDA - AUGUST 9

A couple of months ago, the club newsletter ran a member survey to try and determine the capabilities, interests, and uses that the LACC members put to their computers. Response was underwhelming to say the least. A grand total of 9 surveys were returned (including myself). This month's meeting will be a chance to show off what you have been doing. Now don't panic..... This is not a contest. But, I want everone to bring at least one example of an application that they use. It doesn't really have to be a from scratch program. Any type of application that does something for you will suffice. This may well is just a stigma, and people do use them as PRODUCTIVE TOOLS!

POSSIBLE CHANGE IN MEETING DATE?

One item that will be decided at the next meeting is the possibility of a change in meeting date and time. This is to be a ONE TIME change for the September meeting only. The proposal is to move it to the Thursday night that is usually reserved for the telecommunications SIG. Larry Copenhaver of the Computer Room has things to demo, but Saturday afternoons are time that is too valuable at the store. I recommend that we change the meeting for September, provided that we can arrange for a suitable location. Bob Drake has volunteered to check with the library, and will report on the regular rooms availability at the August meeting.

Once again, an out of state trip will keep me from attending the r really got off the ground. Les Lyman of the Warrensburg Atari group tried to get this organized, but could not get enough support. He couldn't even get more than two or three clubs to answer his letters. Apathy abounds.

Many complaints are heard about lack of support of 8-bit Ataris now that the STs are selling well. Frankly, the real lack of club and yourself by contributing.

ERROR - 6... out of data.....

President - Mark Duncan
Vice President - Andy Buck
Treasurer - Jeff Dunaway
Secretary - Mark Saler
Newsletter editors - Mark Almon, Mark Pennel
Librarian - Gene Ham

ST sig leader - Mark Almon
Telecommunications sig leader - Bob Drake

TELECOMM SIG

The monthly meeting of the telecommunications sig was held on Thurs. Juilt is only a temporary BBS there was not much on it but it was interesting to see how FOREM worked.

Next, we logged onto Compuserve and read some messages in the Atari 16-bit database. There were a few messages pertaining to the Juggler program that Mark Pennel, Mark Almon, and Martin Doudoroff had uploaded to the database. We then loets; however, we could not get it to download properly due to line noise and heavy use of Compuserve at the time.

After giving up on downloading from Compuserve we logged onto Milliways and Dan Norris read and left a couple of messages on it.

The next meeting will be held at the First Southern Baptist church at 19th and Naismith at 7:00pm on Thurs. Aug.13.

ATARI To Sell to Music Stores

Chicago- Atari Corporation Announced that it will begin selling its ST personal computer products through the nation's music stores, the first computer maker to do so.

Atari has started signing up music merchants at the NAMM International Music and Sound Expo.

Atari has prepared materials to aid dealers in presenting the ST's features to musicians and educators. Company sales representatives were on hand to distribute these materials and take advance orders at Atari's exhibit in boot 611.

"It's a natural fit for Atari," said J.J. (Jerry Brown), vice president and general manager of Atari's U.S. operations. " Music stores already sell music software. And the ST is repeatedly becoming the computer of choice for musicians because it is the price/performance leader and the only personal computer that offers MIDI (musical instrument digital interface) as a standard feature. Musicians can use an ST immediately; there is no need to buy a MIDI board."

"The Atari ST is capturing a large part of the growing music market because the MIDI port is standard, it's easy to use, and it cost far less than comparable personal computers," Brown noted. "For example, the Atari 1040ST costs about 60 percent less than the Macintosh Plus with an add-on MIDI board, and the ST has more features."

"Atari will also sell the hard disk and other peripherals through music stores," Brown added, "because they are essential components of a

full-featured music system."

Reprint from UP Beat Daily

ANOTHER GAME MACHINE??

For years all 8-bit Atari owners have been trying to fend off the stereotype that their computers are just game machines. Do they now feel betrayed by Atari's decision to convert the 65XE into a videogame? Atari's defense is that it had difficulty selling computers to toy stores who would rather buy game machines. Now the keyboards will be sold separately as an add-on for those who want it (an idea the old Atari had for the 2600 machine but didn't market). The real reason may be that Atari sees Nintendo selling new video games, and they forsee a resugence in that market. Atari is even marketing a light-pen type gun to plug into the XE joystick port (some of Nintendo's most popular games are the shooting gallery type).

Editorials in other newsletters have lamented the lack of new serious application software for the XI/XE line. This concession by Atari to its video game heritage probably will mean that there won't be any new Atariwriter or Syncalc programs for the 8-bit (except perhaps from Atari enthusiasts like Xlenti). It will be interesting to see just how many places you will even be able to buy a 130XE this Christmas. Will user groups be able to pick up new 8-bit members next January if customers can't find 130's? Those who buy XE's without keyboards have no interest in joining user groups. The new blood that user groups must have to survive will be drawn mainly from the ST world, out of necessity.

Eight-bit new products at the January CES went almost unnoticed. The 3 1/2 inch disk drive for the 8-bit was finally unveiled, but would you believe the DOS for this model XF354 (number sounds like a modified single-sided ST drive) still isn't finished--really high priority, huh? Atari finally confirmed the existence of its desktop 8-bit program with icons and mouse, also not complete, but admitted it may never be released on the market. It was shown only as a trial balloon to get feedback at the CES.

Eight-bit owners have a right to feel that ATari has stabbed them in the back. Remember the quote in last month's "PRINTOUT" showed that Jack wants them to buy ST's. Atari's marketing strategy suggests that XE's now are only for people who don't own computers yet or just want kids' entertainment. Even the function keys on the new XE's are pastel colored buttons designed to attract the attention of young children. If Atari really planned to support the 8-bit, you can bet the new DOS and desktop would have been available a year ago, but then more Atari owners would hvae stuck with their faithful computers instead of upgrading to the ST. Is Atari retreating from the 8-bit computer world, abandoning it to its rival Commodore, while concentrating its energies in 16-bit mass market where the Amiga may never catch up? The only people hurt by these subtle persuasions to upgrade to ST's are those who really can't afford the price tag, and the low cost support and public domain disks offered by user groups are just the ticket. Every Atari owner is at the crossroads between 8-bit and ST, a decision being forced on the marketplace. He has to consider the future and plan according to his own resources, need, and intersts. I

It's "rug-cutting time", as the old saying goes. Any comments? Write them down and send to the PRINTOUT (or the LACC)"

An editorial form the April 1987 W.A.C.O. Printout westmorland Atari Computer Organization North Huntington,

IS The 8-bit Dead????

Sure, we've been hearing it for a couple of years now, "The ATARI 8-bit machine is DEAD!" Although Atari denies this, I've compiled a few interesting facts, (note I said facts, not rumors, which in the past is all we have had to go on), that demonstrates clearly to me that the 8-bit is dead.

For instance, if you insert a PAC-MAN cartridge upside-down into a 1200XL and turn it on, "Clyde" will appear, saying what sounds to me like "I buried an 8-bit!" Scary, isn't it. There are many of these hidden clues all over, if you just look for them.

One of the last pieces of software that Atari has put out for the 8-bits, was Atari PLANETARIUM. Boot that program and look at the constellation ARA (which, by the way, means ALTAR in English) with the lines option engaged. Using the stars as dots and the lines as dashes, you can make out, in Morse Code, the phrase "8B8 IF", which of course means that the 8-Bits would be 8 years old IF they had lived. How can you argue with proof like that? This could not be just an accident.

These hints of the death of the 8-bits have been coming for quite some time. Take a look at the cover of ANALOG #44. There you will see a picture of what appears to be an operation being performed on an Atari ST. And what is found inside, looking like a malignant tumor? A 130XE! Although that is pretty blatant, there is also a subtle clue on that cover. In yellow on that cover are the names of three articles inside the magazine for the 8-bits,

"Arm Your Atari", "Ramcopy", and "8-bit Parallel Interface". The initials of these titles are "A Y A R 8 B P I", which is an anagram for "RIP 8-BIT YAAI". How much clearer could they make it? They are not only stating that the 8-bits are dead, but that they are glad of it.

Still not convinced? You people are hard to please. OK, grab your copy of the April 87 ANTIC. Look at the cover and what do you see? A bunch of IRS men chasing a couple of guys carrying banners that say "130XE". Now think, what does that mean? I SAID THINK!! That's right, only two things are inevitable, DEATH and TAXES. What at first glance appears to be a simple "tax-time" issue, in fact is clear proof that the 8-bits are dead.

These are only a few examples of what you can find if you only look with an open mind. But most people don't want to see these things, because they don't wnat to face the facts.

I can't understand why Atari doesn't just come right out and announce that the 8-bits are dead. It has been proven in the past that these charades don't work. When Elvis died in 1963, no one believed that fat lookalike they got to replace him was really Elvis. When the lookalike died in 1977, no one bothered to try and get a replacement. When Paul McCartney died in a car-train accident in the late 60's, the remaining Beatles denied it, while all the time giving clues to his death in songs and on album covers, much like the clues showing up for Atari's 8-bits today. We aren't stupid, and we know what's going on. We also know that Andy Kaufman is working for Atari, but that is another story.

Like I mentioned before, death and taxes are inevitable. So lets raise our glass to our fallen friend, and also toast our new found friend, the ST. "The King is dead, long like the King"."

By John B. Sloop

Reprinted from the April 1987 Pacus Report Newsletter of the Packerland Atari Computer users society.

ZMAG JUNE, 1987 ISSUE 57

We'll start with the good news for 8-bit users. The XF551 disk drive is the big surprise. It's a compact 5 1/4 inch drive in XE gray, about 3/4 the size of the now discontinued 1050 drive and priced in about the same $160 range as the 1050. The XF551 is also claimed to be 2.9 times faster than a 1050 and boasts true double density-- as well as automatic compatibility with every other density format ever used for the 8-bit Atari. It seemed clear from talking to a number of Atari sources that a 3 1/2 inch disk drive for the 8-bit computers is now unlikely to be produce.

The XF551 drive will have a new ADDS operating system which is nearing completion by OSS, the creators of DOS 2 and DOS 2.5. Promised features of ADDS include a tree structure allowing directories and easy toggle between menu or command operations.

According to Atari's Jose Lopes, the key engineer/designer of the new XE products described in this dispatch, the first XF551 drives can be expected to start trickling into the stores by July. The same July arrival date now holds true for the 80-column XEP80 display box and the new 1200 baud SX212 modem. Valdes says both products have been delayed by a wait for delivery of main chips, but all other components and packaging are stockpiled in readiness for assembly at ATari's Taiwan factory.

AtariWriter Plus 80 was operating on the XEP80 in a razor-sharp 80-column display at the Atari Booth. The SX212 modem will be bundled with a new version of Keith Ledbetter's famed Express software which the author is scheduled to demonstrate later in the show.

ISSUE 58

I received news this week about the current status of the ST Transformer. ANALOG MAGAZINE is purchasing the program and it will appear in the August or September issue. Stay tuned for details....

(From ED HAUG ... There are some copy programs out that un-copyprotect some 8-bit programs. Now that the Transformer is soon to be here, there is an honest reason to have this kind of copy program. The only way to get a copy protected 8-bit program to run on the ST will be to transfer an un-copyprotected version to your ST. The key used with PaperClip may also work on the ST. I sure hope so.)

IBM EMULATOR UPDATE

I spent awhile on the phone with Avant-Garde (like three hours) talking about PC-DITTO, so I thought I'd pass some info along, since there's a lot of curiosity about it.

Jerry called me up from Comdex and said it was amazingly good. He'd done all the things like under the table for a PC or inside for an 8088; it's a software emulator, all right. Then, he got a bunch of his own software to test it on... and lo and behold, it worked. He ran LapLink and DesqView on it, and

while he says it's slow, it does work. Apparently the emulation is at the chip level.

The guy who did it is an ex-IBM'er and sales type -- he was a pro salesman, believe me -- who's working on it with his wife. Mom and pop shop, so to speak. They've had lots of marketing offers and are very very busy. Don't expect to get through on the phone, it's always busy.

My own experience with emulators is that you lose a 4X in clock speed with necessary overhead. So I'd expect about a 1-2 Mhz IBM out of his. The good thing is that I/O is done at 68000 speed, 8 Mhz, so it will only appear slow when you get computation-bound..like recalcing a spreadsheet. Burt just copying files, etc., it ought to scream along pretty nicely.

The big thing that they told me was they wanted everyone to know they weren't connected at all with the MS-EM people. Apparently they had received mucho negative feedback on that other product.

They've tested and certified it with lots of different IBM products; they went through a top-40 IBM product list and it ran all that stuff. The guy who's doing it sounds technically competent and is a good salesman.

Caveat: this is all based on a telephone conversation, but he does know what he's doing with emulators, and it's for real.

I'd suggest getting them online on CIS a.s.a.p. to answer questions. It sounds like it'll be a good product.

Courtesy CompuServes Atari 16
PC-Ditto - David and Sandy Small

SUPER SHORT-CUT FOR YOUR 8-BIT SYSTEM

Assembled from many various sources

1. QUICK RAM CHECK

Checks ram from just below basic down to location 10.
10 ? FRE(0): GOSUB 10
Type RUN and the screen should show numbers down left side counting DOWN BY 4 locations. It should end with;
ERROR- 2 AT LINE 10

2. GTIA or CTIA

Some older systems had CTIA video chip and could not display the newer modes of graphics.
10 GRAPHICS 10
20 GOTO 20
Type RUN. If the screen goes black, then you have the new GTIA. If it goes blue, you have the CTIA and should upgrade.

3. A or B rev. ROMS

Older systems had "A" ROMS and they had some bugs. "B" ROMS corrected them.

? PEEK (58383)

"B" ROMS-0...."A" ROMS were generally 56, but anything other than 0.

4. MORE ON ROMS

? PEEK (64738)

If-162 then 400/800 system, otherwise, XL

? PEEK (65528) 400/800 only
221-"A" ROM
214-"A" PAL ROM
243-"B" ROM
34-"B" PAL ROM

? PEEK (65527) XL only
10-1200 XL 1st Rev.
11-1200 XL 2nd Rev.

|+<|]u<
2
P4lmY 1-600/800 XL 1st Rev.
2-600/800 XL 2nd Rev.

5. WHICH BASIC REV. DO YOU HAVE?

? PEEK (43234)

162-Rev. A (Almost all 400/800)
96-Rev. B (Early XL's. Many serious bugs. Get Rev. C.)
234-Rev. C (latest and greatest.)

6. TO FORCE A COLD START!

Type A-USR(61733) for 400/800
A-USR(58487) for 1200 XL
A-USR(58484) for 1200 XL WARM START

7. TURN OFF ANTIC

To speed up processing (like when doing sorts), turn off ANTIC. (Screen goes Black.)

POKE 559,0-off...POKE 559,34-on

If your screen is set up with a picture (format) that you want back, then first PEEK (559), and save the value. When you want to restore it, just POKE that same value back into location 559.

8. DISABLE THE BREAK KEY

You may want to protect your program from someone using the BREAK key to stop it.

POKE 16,64 and POKE 53774,16 at the start and after each GRAPHIC command.

9. REBOOT WITH RESET KEY

You may want to force a re-boot from disk if someone hits the reset key, perhaps in order to break into and list your Basic program.

POKE 580,1 in your program

10. DISABLE THE KEYBOARD

To disable the keys of the keyboard from your program- POKE 16,255

11. MAKE YOUR BASIC PROGRAM UNLISTABLE

You may want to protect your Basic program so no one can "See" your code.
1) POKE 202,1...will erase your program after anything that causes the "READY" prompt ie..END or RESET or BREAK.
2) Add the following line to your program. MAKE SURE YOUR HAVE A BACKUP OF YOUR PROGRAM WITHOUT THIS LINE!!
32767 POKE PEEK (138)+256*PEEK (139)+2,0: SAVE "D:Filename":NEW
Type..GOTO 32767.
The program can be executed, but not listed!
|]+<|2|5t00>0 0 ff-(12. TURN OFF BEEPS WHEN LOADING PROGRAMS

POKE 65,0-off....POKE 65,3-on

13. START THE ATTRACT MODE

POKE 77,129

14. OUTPUT TO PRINTER INSTEAD OF SCREEN

POKE 838,166: POKE 839,238

Back to the screen!!

POKE 838,163: POKE 139,246
||5

ST Disk of the Month

Well, here it is. The LACC Disk of the Month for August, 1987. I think that most of you will of find something of interest on here. This disk contains some of the best utilities on the ST, and the following is a description of the files:

ARC.TTP- This program will allow you to compress multiple files into one, smaller file. Great for shooting files over the modem. STARC.PRG gives a shell for beginners, advanced users will want to just run ARC.TTP.

ACC_LOAD.PRG- Program that will let you decide which desk accessories to load in at boot time.

BITMASTR.PRG- This program will let you analyze and edit sectors on a disk. Useful for trying to salvage trashed files.

COLOR.PRG- A short program that will turn your desktop background a deep blue. Hey, it may not be great, but it was the first program I wrote on the ST.

DCFORMAT.PRG- This is a really handy program that allows you to format and copy disks in variety of formats: Single and Double sided; extended; Magic Sac and IBM.

DOCOPY19.TOS- This program gives you a Command Line interface, so that you can type in your DOS commands. Great for doing wildcard operations. It will also convert text files into ascii, and has a built in ARC.

FASTRAMD.PRG- Program that will let you set up a ram disk of any size.

MEGABLIT.PRG- Advanced drawing program that allows you to work on drawings that are larger than the screen.

NEOFUN.PRG- An interesting little program that

allows you to create different effects with Neo pictures.

PRINTDIR.PRG- A useful program that prints out the contents of a disk, including folders and their contents.

RAMDSK.PRG- A ramdisk that will survive resets, though it is limited to preset sizes.

STARTGEM.PRG- This program will allow you to autoboot ANY program.

CALCULAT.ACC- A desk accessory calculator that will work in decimal, binary, octal, and hexadecimal.

DISTO.PRG- Now you can keep track of what files are on your disks. Just insert a disk, and this program will read in the directory; and allow you to sort and search through your files.

MINIDOS.ACC- You are now able to perform DOS commands from your favorite GEM program without quitting back to the desktop.

NEWWORD.ACC- A word processor is now just a click away from any GEM program. A very good way to compose short notes and letters.

RAMBUFFER.ACC- This desk accessory will allow you to set up a amdisk and print spooler; and later, you can remove them without re-booting.

SLOWDOWN.TOS- This program will let you slow down your ST to a crawl. Great for slowing down tough arcade games to a speed that you can play easier.

Well, that's about it for this month. And the price for all of these great programs? A mere $4.00, and that includes the disk that they are on. Next month, look for a disk of games.

--Mark Almon (your fearless SIG leader and librarian)

For Sale

One Atari 810 disk drive, needs some work done it, but I don't exactly know what is wrong.
Thirty dollars or best offer.

------Mark Almon

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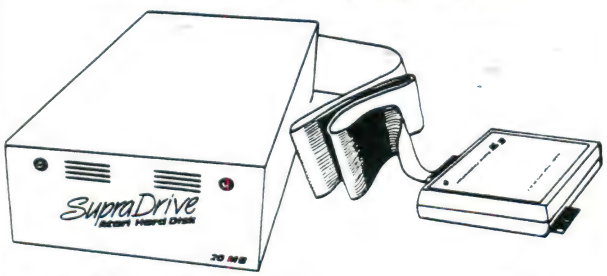

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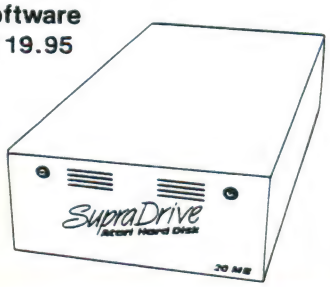

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Agenda

AUGUST 8, 1987 Lawrence Public Library Auditorium

12:00 ST SIG
1:00 Set-up
1:30 Business meeting
2:00 Program -?
4:00 Meeting adjournment, libraries closed

The ST SIG meets at noon the day of the meeting in the Lawrence Public Library auditorium. The next meeting is on August 8th.

The telecommnications SIG meets on the Thursday after the Baptist Church at 19th and Naismith at 7:00 p.m. The next meeting will be on August 15.

Everyone should be sure to come to the ST SIG at 12 p.m., before the regular meeting. We will be demoing the "best of" ST software, as well as some new titles. Bring your favorite program to show the club, and we'll see you there!

A newsletter without YOUR article is like a day without sunshine.

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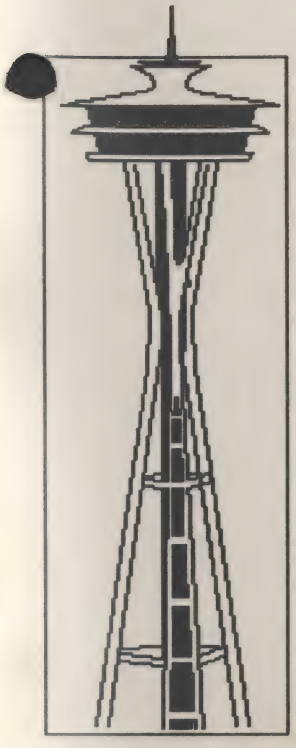

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for the ATARI™ Computer
User and Enthusiast

August 1987
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Puget Sound Atari News

Brought to you by The B.R.A.C.E., KC-Ace, "R"-Atari,
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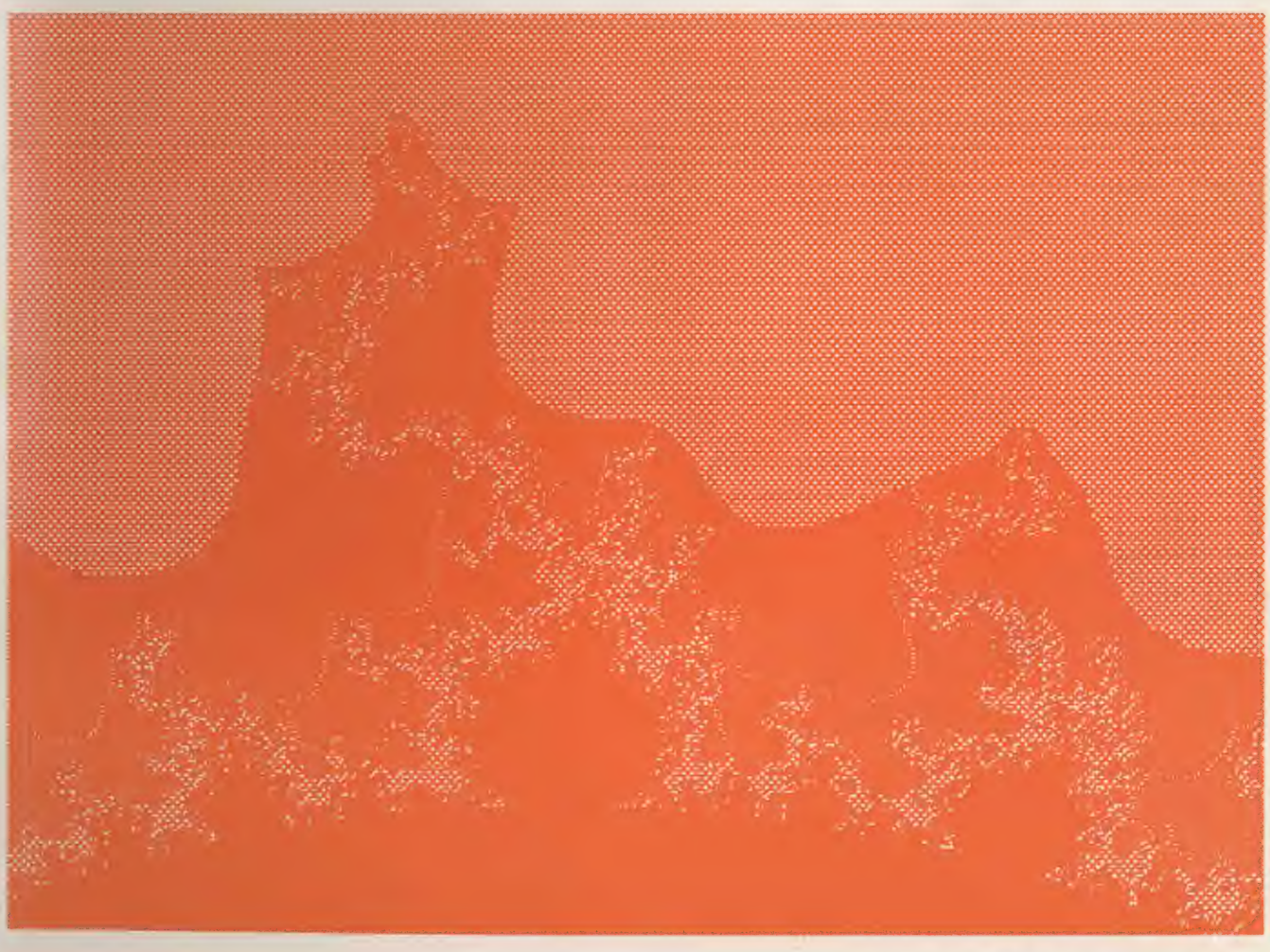

Dog Days in the Mandelbrot Set

LabelMaster™ Elite

Here's Migraph LabelMaster Elite (TM), a fun, easy-to-use GEM based label maker and mailing list manager. With LabelMaster Elite you can create distinctive custom labels that can be used for business mailings, gift tags, disk labels and much more!

Labels may be printed with designs included with the program or created with the Graphics Editor. Print labels with or without designs in a variety of formats including mailing labels, 3.5" disk labels, and 3x5 or 4x6 index cards.

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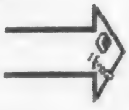

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PUGET SOUND ATARI NEWS

August, 1987 Volume 4, Number 8

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PRODUCT UPDATE AND INFORMATION
(Lawless XL Memory Upgrades)
By Thom Lawless, R-ATARI CLUB

I now have the P.C. boards for my 320K/567K, 800XL/1200XL memory upgrades. Brad Koda at BEST ELECTRONICS is also stocking them. I'm not sure of his price as of this report, but I'm sure it will be reasonable, call for current price and availability.

I am also looking to give a few samples of my work to 2 or 3 PSAN member clubs' Hardware Clinics/SIGS. All I'm asking in return is a timely, honest, review to be printed here in PSAN.

I have spoken to Greg Pringle from S*P*A*C*E. He gave me a 'definite maybe'. Greg is personally interested, but is not sure about the SIG in general. I have also spoken to Steve Drake and Al Cummings of STARBASE who are also interested and are currently deciding which upgrade for the 800XL to do this month at their hardware clinic. So, if your club is interested please contact me as soon as possible, if there is enough interest I may donate an extra board or two to the deserving clubs.

I am also available to any club holding hardware clinic's doing just about any type of hardware modification. I, of course, prefer to help those clinics doing my upgrades (I personally believe mine are the best there are..), but I will help with any type of modification. I would ask for as much notice as possible, a map, and a phone number/name for point of contact. Since I live on Whidbey Island, the weekends are best for me. I have done roughly 50 memory upgrades of various types, though not an expert on all, I am well versed in the procedures on most memory upgrades.

I'm also looking for 2 - 3 clubs outside of our PSAN membership to donate a P.C. board to. I would also like a review from them to be printed here and any other publication they may deem appropriate. Again if your club is interested please contact me as soon as possible. See the 'R' Atari Club news section for address/phone number.

For our member PSAN clubs I will discount these P.C. boards on any order of 5 or more. For non-member clubs I will discount on orders of 10 or more. Please call for current pricing.

I have been asked if any club can reprint/distribute copies of my previous articles of POWER MACHINES and POWER MACHINES II. The answer is YES, as long as you follow these simple guidelines. You must: credit PSAN for printing the article first, credit the author, print the entire article as it appeared in PSAN, any additional comments or ideas you add must be annotated as such, and finally, your club disclaimer concerning damages to equipment ect.. That's not very hard now, is it?

I would also like to clear up some misunderstandings about these upgrade printed circut boards. There is only one board. It is made to work in either the 1200XL or 800XL computer. Computer type is determined by selection of three jumpers located on the P.C. board. This P.C. board is setup to handle 320K/576K of RAM memory. If you decide to start with 320K of memory, and then later, decide to upgrade to 576K, it is only a matter of adding the RAM chips and connecting the appropriate wires to these RAM chips.

You do not have to 'rebuild' the entire upgrade. All hardware required to drive 576K of RAM is already built into

(Continued at next column)

WAR GAMES
Commentary
By Nick Berry, S*P*A*C*E

"I WANT MY MEGA ST!!!" These words regularly resound off the electronic walls of BBS's. There are many who are waiting for the release of the new Atari MEGA ST, and they have been waiting for some time. ATARI has had operating units and has been promising delivery since the first of the year. So what's the hold up? The answer, I believe, lies with Commodore, and the release of the new AMIGA 2000. I'll bet ATARI could have been shipping MEGA's early last spring, if they had wanted to, but I think the Tramiels want to have the MEGA ST come out at the same time as the AMIGA 2000. This generates more interest and the MEGA won't get "forgotten" in all the hoopla of the 2000, which could have happened if it has been released several months sooner.

This is the first battle in my proposed "War Games". The second one will come in time for the Christmas shopping season. Commodore has just invested a fair amount of money in developing the new AMIGAs. ATARI, on the other hand, hasn't had to spend much at all on the MEGA. So who do you think could best survive a "price war". I forsee prices slashed on the 520 and 1040 ST's this fall. I'm sure the Tramiels would love to see Commodore brought to it's corporate knees, and with it's limited ability to cut prices combined with the in-house fighting and various executives getting the boot out the door lately, ATARI seems poised to do some real damage.

Well, who knows if this scenario will come to pass exactly as I have made it out, but certainly in the next few months we should see some interesting things take place.

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(Product Update and Information - continued)

the p.c. board. Another item which has been overlooked. You do not have to wait 10 - 15 seconds to reboot this system after you have turned off the power. It will reboot just like the original 64K computer did.

I know there are some of you asking about software compatibility. You've had a Bucholz type upgrade and found that you can't use certain software. As I stated in my original article, I have not found a single piece of software that will not run because of this modification. I did not say there are none, it's just that I haven't found any. I own a lot of software, I have some 130XE software and it all runs... I'm sure there will be some software developed to take advantage of the 130XE's special memory access modes, these may or may not work on this type of modification. All I know for sure is that all the present 130XE software I have runs. As a matter of fact I'm using ATARIWRITER+ XE version to write this article, and, as you can see it works!

Well, I hope that answers most of your questions, and saves us all a lot of worry. If you have any further questions please feel free to contact me via 'R' ATARI CLUB.

We want these types of ideas to spread. In that way we will get more software to take advantage of the extra memory. With these types of upgrades the 8-Bit Atari's have become the most powerful 8-Bit machines ever, (they were always the best!). So spread it around!!

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ATARI RUMORS

(Reprinted from ZMAG Issue #60, July 4th, 1987)

DTACK GROUNDED INC. OFFERS FREE FAST BASIC TO ALL USER GROUP MEMBERS

DTACK Grounded Inc., a New Mexico based ST software firm, has announced that it will offer its new DTACK BASIC to over 400 Atari user groups across the country. Each group, upon receipt of proper identification, will receive free 63 DTACK BASIC disk labels, one or two master disks (depending on the size of the user group), and ten DTACK BASIC manuals. The catch? There is none! This offer is being made only to user groups, who are expected to distribute DTACK BASIC to its ST owners for a nominal fee (the user groups will define a price - no more than a normal user group library disk).

DTACK BASIC is touted to be the fastest ST BASIC available today. A benchmark test between DTACK, GFA, Fast, and the newest ST BASIC showed DTACK BASIC to be the fastest by a substantial margin. The benchmark used was in an advertisement that appeared on page 45 of the May 1987 "ST Applications" magazine.

For further information, contact your local Atari user group.

EPYX...ARE THEY LISTENING?

Rumors abound on reasons why Epyx has practically refused to support the 8-bit line of Ataris. However, the folks at Epyx seem to be waking up to our cries. Apparently, many Atari users have mailed in letters to Epyx requesting (or maybe even demanding?) them to release several of their most popular titles such as "Destroyer", "Summer Games II", "Winter Games", "World Games", and "Championship Wrestling". Keep those letters coming!!

Send all requests/demands to:

EPYX, Inc.
600 Galveston Drive
Redwood City, CA 94063

BLACK PATCH GOES THE DEEP 6

It's official, and it has been official for a few weeks now. Black Patch Systems, a mail-order Atari hardware/software house has been declared bankrupt by its owners. The Better Business Bureau claims to have had many reports from angry computer owners, many of them claiming to have placed an order that was never filled and no refund given. The BBB suggests filing a complaint quickly, if you have had similar problems with this company.

NEW ATARI DISK DRIVE

Atari has announced at a recent CES show the arrival of an upcoming Atari 5.25" disk drive (actually a redesigned and enhanced 1050) *(Ed., model XF551)*. The new drive will be double sided, double density, and will operate about twice as fast as the soon-to- be-discontinued Atari 1050. The new drive will be smaller than the 1050 (between the size of the 1050 and an Indus GT) and will match the color and styling of the Atari 130XE computer.

The DOS for this drive will be written by OSS, Inc., who have had a long lasting relationship with Atari disk drives and disk operating systems. The new DOS (named "A-DOS", for - what else? - Atari DOS) was originally designed to run with the now defunct 3.5" Atari 8-bit drive. The DOS is nearly complete, but the drive ***[Continued at bottom of next column]***

ANSWERS FROM ATARI

By Bill Silverman, Editor C*D*A*C*Enthusiasts

(Excerpts from the June C*D*A*C*E Newsletter via ZMAG #60)

Here are some often asked questions, and their answers about Atari products courtesy of Neil Harris of the Atari Corporation.. (6/10/87).

Q: When will the new products be shipping?
A: The XEP-80 and the SX212 (80-column for 8-bit and the new modem, respectively) will begin manufacturing any moment now for delivery around the end of June. *(PSAN Ed., Our latest info is that the XEP-80 is now due in August.)* The Mega ST 2 and Mega ST 4 are already on the way to Europe and are scheduled for North American delivery in early July. The Atari PC is also due in early July.

Q: What about the blitter chip upgrade?
A: It should be available for current ST owners around September. It will cost around $120. The final form of the upgrade is not yet set --it may involve a board swap rather than an add-on.

Q: What about PC emulators for the ST?
A: Both Atari's own software emulator and one called PC-Ditto should be released during the summer. A hardware emulator is still in the works for later on.

Q: When will new ROMs be available for the ST and what changes are included?
A: The ROMs are done and have gone into production. Availability as a separate item may take a while, though -- we need ROMs for the Mega ST. These ROMs support the hardware blitter (optional) and fix some TOS problems, like the infamous underline bug and the RS232 handshaking. Parts of the system have been sped up, like character output. A list of exact changes will be posted shortly.

Q: What's happening with the 8-bit emulator *(The "ST Transformer", Ed.)*?
A: The author *(Darek Mihocka, Ed.)* finally agreed to release the source code to the public domain, so Atari will allow him to distribute it along with our ROM code. Now we want to see you hackers out there work to speed it up -- at the moment it is only 1/4 the speed of an 8-bit.

Q: What else is new at Atari?
A: On the business side things are great. We just announced a 2-for-1 stock split, effective next week. New TV commercials have been produced for the ST (yay!) and the video games. We are also working on campaigns to support MIDI music and desktop publishing.

The CDACE newsletter electronic text edition is available nationally in the XE Roundtable on GENIE in the Everything Else Library. The Publishing Partner version of the newsletter is located on the ST roundtable GENIE in the TOS library. (As some of the fonts used in the newsletter are commercial products you will need to purchase the appropriate font disks or reformat the text for public domain fonts.)

CDACE mailing address is: P.O. BOX 2216 ALBANY, NY 12220. BBS is: (518) 237-1232.

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will take a little more time to finish. An Atari contact says the drive about 60% finished, and after testing is complete Atari should have the drive ready to ship "around late Summer to late Fall". *(Ed., Which year?)*

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BBS UPDATE

The Latest 8-Bit Files Available For Downloading.

By Wally Wong, BRACE

From CompuServe...

Telecommunications - Trent Dudley's **AMODEM 7.5** is now available. I haven't used it (Express! does the job for me.), so I can't say much except it supports Y-modem protocol. Y-modem handles 1024 byte blocks where as X-modem handles 128 byte blocks. Y-modem is theoretically faster, but users of PC pursuit say otherwise. It's shareware so if you like it, support it by sending the author your loose change. There's a lot of files associated with this program. BROwse for AMODEM 7.50

A beta test version of Keith Ledbetter's **1030 EXPRESS Version 3.0** is available. Make sure you down load the accompany doc and letter file for set-up instructions. X10303.LTR AND X10303.OBJ are two of the files. I forget what the doc file is called.

Graphics - If you have Atari's neat little 1020 plotter, there's two **ZPLOTTER** ARC'd data files which in themselves contain several more when de'ARC'ed. Haven't heard of the ZPLOTTER program and you have had the 1020 for months now??!!! Shame on you. You can obtain ZPLOTTER from CIS or GENie. You do not need the ZPLOTTER program to use these data files. After de'ARCing them, just "COPY" the files directly to the 1020 using the "C" selection from DOS 2.0 or 2.5, ie. D:ZPLOTA.DAT, P: or the appropriate command of your DOS. ZPLTC2.ARC AND ZPLTC1.ARC are the data files. Remember, you need ARCX12.COM to de'ARC the files.

Utilities - **800XL PIO CONTROLLER**, a hardware modification for 256K 800XL's. PIO is the parallel port. It's Bob Wooley's great project, I'll let him describe it in his own words - "Parallel buss hardware project that allows you to write your own handlers. It uses the PIO hardware in the XL/XE machines and the RAM under the OS ROM to intercept SIO calls, interrupts and RESET so you can do your own thing with them. A ramdisk handler and a coldstart switch are included. 256K required fo the ramdisks, but the controller itself is entirely external." You'll have to read the text files on this to believe it. PIOCRL.TXT, PIOCTL.OBJ, and PIOCTL.TXT are the files.

QUIET.COM - "This (QUIET.COM) is a version of SILENT.COM that does not have the RESET catch to keep the modifications alive. Use this one if you have some odd programs that might not enjoy the RESET catch (and die on RESET)."

SETFA2.COM - "This 179 byte "command" is version 2 of 'SETFAST.COM'... It will now set all of your contiguous HAPPY enhanced 810/1050 drives to buffered FAST WRITE. The original version only set drive one."

SILENT.COM - "This little 162 byte "command" silences the I/O beeping noise, turns off the key click and speeds up the key repeat rate. This patch will NOT disappear when RESET is pressed (isn't that nice?). Intended for the quiet at heart and any DOS. Created while playing with the OS on an 1200XL (16-Dec-1984). NOTE: Key click and key repeat rate will not be changed on 400/800 models."

SYNCNF.BAS - "This program is written in BASIC XL. It permits modification of the SYNFILE+ control file."

SYNDB.BAS - "This program is written in BASIC XL. Its primary purpose is to document your database. It will take

(Continued on next page)

A SMALL BYTE

The Warning Signs Of An Avid Computer User.

By Bob Hitt

(Reprinted from the Daily World)

I recently wrote about the possibility that computers can be hazardous to a marriage.

The morning the column came out, I received a call from a woman who said my description of an avid computer person fit her husband perfectly.

While things had not reached the point of calling in the lawyers, that particular option was slowly working its way to the top of the list.

She wanted to know if I would have a word with her husband. Just let him know that all was not well.

Poking about in someone else's marriage did not seem to be a prudent idea. A quick review of my contract with The Daily World revealed no possibilities of getting any hazardous duty pay. I don't mind occasionally doing someone foolish, but I have already used up all my foolishness for this year. I had to refuse her request.

There is still a way that I might help this poor lady. I decided to reveal some warning signs that would alert computer users to the possibility that they are getting close to the edge of acceptable behavior.

The Warning Signs:

1. Do computer words creep into your conversations regardless of the subject?

2. Is your house strewn with computer magazines, some of which are not even about your type of computer?

3. Have you been banned from some of your friend's homes because after your last visit someone spent the money saved for a new refrigerator on a new core hard drive?

4. Does your spouse automatically set your dinner next to the computer?

5. If you leave town to visit friends, do you get an overpowering urge, after a few days, to visit a computer store just so you can run your hands over the keys?

6. Have you called in sick to work the day after receiving some new software?

7. After going out to work on the computer one evening do you suddenly realize that it is getting lighter outside and the birds are beginning to twitter?

8. While at a party with the date of your dreams, do you dump him or her so you can listen to two people arguing over the relative merits of Lotus 1-2-3 and Supercalc IV? Do you do this so that you can decide which program is best, or set them both straight about the virtues of Excel?

If you match the criteria in only one or two warning signs, don't worry. You are perfectly normal, and no one should have any complaint about you.

If you match three of these warning you are on the edg of acceptable behavior, but you are still a decent person. I you have four of the warning signs you need to re-assess your

(Continued on next page)

SUMMERTIME, and *The Disk Drive Is Empty....*

By Al Cummings, STARBASE

The annual departing of the pale has come again. No one wants to sit by the computer and do things like use a modem or write an article for the newsletter and I don't blame them. The good weather is gone before you know it and most of the users are back ready to go again before the first leaf drops from a tree. This year doesn't seem as bad as some years, maybe because I have been too busy to notice and because we have had so much going on lately. The clubs have done extra work geting things to do this year and more folks are staying around a little bit more.

Having said very little with the lengthy lead-in, I will get to the point and give you some quick reviews of what new progams have been passing though here. I have spent more time than I had playing games and don't mind it a bit since both of the latest ones were great.

First, I got RoadWar 2000 and really got into playing that. As it was reviewed twice last month, I won't say much except it was very easy. If you have ever played a role-playing game, this one is a breeze. As usual, save a lot and watch your stats. I finished this game in 6 hours and found it was hard to do much wrong if you read the hints in the manual. I am not sure if the game resets everything if you start over, or if the hard stuff is in the same city. I will probably try it again soon, which I won't do very often. Good Game.

Are you one of those people who look in the newspaper everyday and read the bridge column, but have never gotten a chance to play in a real match of 4. I am and when I saw Bridge 5.0 for the ST I bought it and had to go home and try a hand or two. The game is quite fast and will play and even bid for you, which is nice; but for a beginner, this is not the one to choose. There is no reasoning to how the computer bids, and I am sure it cheats (Well, maybe not, but it sure is dumb as my partner and never misses on its own). The game is all run by mouse, and if you don't the difference between 2S and 3NT, this is not something to get. But for sitting around and playing bridge with a partner who does not know what a trump suit looks like, the game plays fine. 2 stars!

Just so I don't look like all I do is play games, I have working with Word Writer this month. It is a lot like First Word and also has a dictionary, thesaurus, and works with other programs from Timeworks like Data Manager. I will be giving some more time in the coming months and report more then. It's reported to be as good as there is for the ST.

This seems to be the month for new printers. STARBASE bought an NX-10 for the librarian; and after Steve had used it for a couple days he decided to replace his old 10-X. Star stills makes good printers, but there best feature to me was the cheap ribbons. They went to the cartridge type ribbons and the cost went up the almost $10 apiece. Anyhow, I have been looking for a printer to use with the ST; and as I scanned the Comoputer Shopper, out jumps a Star NP-10 for only $129. It sounded like what my budget and I had been looking for, so I called Lyco Computers and they sent it out COD. It took a week and cost $146 delivered. Rated at 100 cps and 20 cps for NLQ, it might turn out to be a great deal. Various problems have not let me get it set up yet, so watch for future reports and some graphics soon.

Well if the truth must be known, I do play games more than anything else including writing for the newsletter and working on the BBS. My current project (as opposed to game) is Alternate Reality. This game has been around a long time on the 8-bits and was pretty good; but the ST version has added a lot of features that add to the game. So when I found version 2.0, I had to buy it. Do not buy the game unless it says version 2.0 as the earlier versions were too buggy to play. I really liked the looks of the games and the new features, but I could not stay alive long enough to get a player built up. I put it away and went on to other things until last month when I read something about a guide to AR in another newsletter. Having no idea what it was, I asked Tom Tjarnberg who knows more about Datasoft games than anyone else in town. He said he had AR and after some begging, he let me look at the map and get some clues. That was all I needed, and I am moving along very well lately, and am looking forward to the next scenario.

Well, I have to finnish this, get to the printer, and then I might even lay outside until my basement tan turns dark!

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(BBS Update - continued)

any SYNFILE+ set of files and display/print its field definitions. Some field characteristics shown are: TYPE, LENGTH, SORT, LOOKUP TABLE VALUES, FORMULAE, ETC."

SYNMEM.BAS - "This program is written in BASIC XL. It is a menu program to call SYNFILE+ utilities. These utilities are SYNDB.BAS, SYNCNF.BAS & SYNTABL.BAS. A help section explaining the utilities is also included. If you name the menu program AUTORUN.BXL and have the run time BASIC XL package, (renamed to AUTORUN.SYS), the menu program will autoboot."

SYNTAB.BAS - "This program was written in BASIC XL. Its purpose is to allow SYNFILE+ table lookup fields to be modified. These fields can have their length changed, values changed or values added."

SCRDMP.COM - "Assembled ML file of SCRDMP.M65 in this dl ... this version is relocatable, thanks to RELOC.OBJ (thanks, Keith!) ...the file is a 'resident' dump for printing GR. 0 screens to a printer ... see SCRDMP.TXT"

UTILIT.BAS - "This is my 1st serious attempt to program. It is a sub-routine for locking, rename, format(1&2d),etc... I think the screen fades are good. Let me know what you think. Thanks Larry Ramey 72750,160. PS- I live in a black & white world (at least my monitor is b/w.)"

SETFAS.COM - "This "command" activates FAST WRITE on HAPPY enhanced 1050 (ROM 2) or 810 (version 7) drives (drive one only). This is a must for SpartaDOS's Ultra-Speed to work correctly. If the program is successful, it will return a printed message. This program should work with any disk operating system."

These files are now available on CIS and probably on GEnie. I would look on GEnie first, it's less expensive.

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(A Small Byte - continued)

relationship with the people around you. You can still save yourself by taking prompt action.

It is not to late to re-enter society. If you have five or more of the warning signs you need help. If you are not single now you soon will be. Just don't call me.

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NEW ROMS FOR THE ST
"Hands-On" Observations!
By Bill Penner, KC-ACE's

Well, have you heard about the new ROMs available for the ST? Well, there hasn't been a lot of press about them, except on some of the telecommunication systems like GENIE. The new ROMs were written to support the Blitter chip and were recently released for use. The Blitter chip is not needed to run the ROMs, but the ROMs are needed to run the Blitter chip.

If I don't have a Blitter chip, then what good are the ROMs? Well, that's easy. In addition to the routines to support the Blitter chip, ATARI made a few improvements. Probably the most noticable of the improvements is an adoption of the TWISTER style of sector skew. The system default now will format the disk as if it was formatted with the TWISTER program. If you are not familiar with TWISTER, it was included in a recent START issue and formats the disk in such a way that the read speed is nearly doubled. The TWISTER program will also set up a few more sectors on the disk and about 800K is available on a double sided disk. The new ROM implementation did not include the extra disk space (I assume to retain system full disk copy compatibility).

About the second most noticable change was the speeding up of the window handling routines. The information that I have seen indicates a 20% increase in speed. I can't vouch for that number, but it is quite noticable and the 'screen draws' are very close to a flash.

The system clock operation was modified slightly. I have not had the chance to check the changes yet, but the gemdos and system clocks have been linked together. In the earlier ROMs, the clocks were separated after the system was booted up. If you changed one clock (like using Tsettime and similar commands) the other clock would not be changed (like the Settime and similar functions). If you tried to write some software to set the system time, both clocks had to be set for all programs to operate correctly. Otherwise some programs would recognize the old time and others would recognize the new time.

The BIOS character routines have been speeded up. This is only slightly noticable.

Several devices may now be connected off of the DMA port without special software.

A pleasing change was made in the window operation. Now windows will continue to scroll when continuing to press the mouse button on the move bar. With the old ROMs, you must press the mouse button every time you wanted to scroll through information in a window.

Single mouse click requests now work. If an application requests a single click (instead of a double click) the application will get a message after a single click.

The APPL_TRECORD and APPL_TPLAY functions now work.

The buffer for printing or showing a file from the desktop has been increased. This results in the system doing fewer accesses to the disk and results in a decrease in time required for the system to return after a print file command.

The show option is the default when selecting a non-program file.

An alert box has been added when doing either a print screen from the menu or saving the desktop.

Fewer disk swaps are required for single disk file copying.

And more disk errors are now checked for.

These are the most important changes that I am aware of. There are a few more changes, but most of these were fairly minor.

Now for the drawbacks of the new ROMs. Remember the old problem with the revision B ROMs for the 800? Some POOR programmers decided that it is not important to follow ATARI software guidelines. These guidelines tell which operating system access points and variables that can be used by software. These access points and variables are ones which will not changed in future upgrades made by ATARI. Well, the problem is here again! I have discovered several programs which do not work (CRASH, BOMB, HANG, etc.). Most programs work just fine under the new ROMs, but I have found that the following will NOT work: GOLDEN PATH, CHAMPIONSHIP WRESTLING, and an unofficial copy of a program with a very old name and a very new look (won't say the name cuz it ain't out yet and my copy ain't exactly official). Now you say that maybe to get the speed for the graphics that you must cheat a little? Well, SUNDOG seems to work just fine, and so does BARATICUS. It is unfortunate that some software developers feel that they must make some software shortcuts!

OK, now where do you get your copy of the ROMs? You can ask for them at the local dealers and they MAY have a copy of them. When I checked recently, most places did not even know they existed. I received my ROMs from IB COMPUTERS in Portland, OR.

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BRODERBUND SETTLES SUIT
(Reprinted from ZMAG #61, July 10, 1987)

Broderbund Software and Pixellite Software recently announced an out-of-court settlement on their copyright suit against Kyocera Unison.

Under the terms of the settlement, Kyocera Unison of Berkley California, will pay an undisclosed sum to Broderbund of San Rafael California, and Pixellite, also of Berkley, and has permanently agreed to remove its Printmaster graphics program from the market. In return, Broderbund and Pixellite have agreed to drop pending claims against Kyocera Unison.

In October 1986 a federal district judge in San Francisco ruled that the 'look and feel' of Printmaster's user interface violated the software copyright on Broderbund and Pixellite's Print Shop program, a decision that has been relied upon in other software copyright cases.

In December, the court ordered Kyocera Unison to stop selling Printmaster. Since then, the company has released Printmaster Plus, a version of the program that both sides agree has been significantly altered to avoid infringing Broderbund and Pixellite's copyright.

Product Reviews - ST

SUB BATTLE

A Game Review by Paul Bolme, STDIO
July 14th, 1987

By EPYX, for all ST Computers

I recently purchased a copy of Sub Battle from EPYX. The program comes in a very slick package and is touted to be one of the "Master's Collection". Don't be fooled- I have played it for a couple of weeks, and I have to say that it is one of the most bug-ridden pieces of trash that I have ever spent money for. It's programs like this that give pirating a good name.

Let's be clear: Submarine Simulators only appeal to a certain percentage of people in the first place. But I am one of those who falls in the group of people who has an interest in these types of programs.

Let's go over a few (and only a few) of the problems that I have encountered:

1) When you boot the program, you are welcomed with what can be best described as a "flickering mouse". How irritating is it? Have you ever seen "interlace" mode on the Amiga? Now, I know something about programming, and I have have never seen any program on the ST, or any computer, that just sits there, and flashes the mouse. It's just a case of bad, sloppy programming.

2) If you hit a key, you have about a 50% chance that they keystroke will be acknowledged by the program.

3) When you move the mouse to a menu, the menu takes a noticeable while for the menu to drop down.

4) When I use the mouse to click on a new direction (for your sub to move in), about 1/3 of the time the direction it changes to has absolutely no relation to what you clicked on.

5) I have been able to ground myself in the middle of an island, fire torpedoes, check all my gauges, but not move. Great beta testing.

6) Several of their coordinates are wrong. I have had orders to drive down main street of some tropical islands.

In addition to this, there are several design flaws in the game:

1) Graphics are fair at best. It appears to be more or less a port of their C-64 version.

2) The "time compression" doesn't work well. Time compression is a feature that is used to pass away some of the boring days waiting for something to happen. Unfortunately, time compression doesn't work that way in this game. The way it works, if you are stationed at Midway and get bored and go to time compression mode, the Japanese fleet will zip by you at warp 10 before you have a chance to breath.

3) There are several other aspects of the game that, in my opinion, are simply not realistic.

It's shocking to me that EPYX would let a program of this quality be shipped under this name. I have sent a letter of protest to EPYX, but I don't know what the outcome will be. I haven't read any reviews on Silent Service, but it can hardly be worse. My recommendation: Don't buy it. Don't even pirate it. It's not worth the effort.

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GREAT BATTLES

A review by Dave Hanthorn (STDIO)

A Wargame from Royal Software
For All ST Computers

Finally! Finally, now that I have had my ST for two years, somebody has come out with what I would consider to be a true wargame for the Atari ST. Commendably, this is not just some spin-off from the eight-bit world or from some brand X computer, but an all original work developed on the ST for the ST! And not just one game either, but four separate and distinct battles in the same package. This is, well, GREAT!

If you have read any of my previous wargame reviews in the PSAN newsletter, you already know that I have an interest in wargaming, and that I have been very disappointed in the distinct lack of wargames for the ST. Well, with the release of GREAT BATTLES by Royal Software of Eugene, Oregon, that lack is beginning to change. This package includes two famous Napoleonic battles and two famous American Civil War battles, and they really are true wargames in the "traditional" boardgame sense of the word.

I started out (at the suggestion of the manual) playing the Waterloo battle, and quickly found that although the instructions in the manual about moving the units on the mapboard were not real clear, in actual practice it was very easy and fast to move units with the mouse. A couple of very nice features of this game are that you can move your units in any order, and you can "take back" any move of any unit at any time right up until you enter the battle phase of the turn.

I then moved on to the battle of Austerlitz (which historically occurred several years previous to the battle of Waterloo). The games all include the kinds of features that the experienced wargamer has come to expect, such as various types of units (i.e. infantry, cavalry, artillery, etc.) and various types of terrain (i.e. plains, hills, forest, rivers, etc.) that affect the movement and fighting capabilities of the various types of units in various ways.

Next I was trying the battle of Shiloh from the Civil War. By now I had become used to such additional features as the "effectiveness" and "morale" ratings and "primary weapon" types of each individual unit, and how these were changed by movement and battle, and in turn how they affected the unit's capabilities in movement and battle.

And by the time I at last got to the battle of Gettysburg, I was becoming an experienced "commander", using strategies and tactics that would take advantage of the terrain and of my armies' strengths and of the enemy's weaknesses, to lead my armies to a glorious victory over the vanquished enemy. (Well, at least sometimes I won).

The games give you the option to play either side against the computer, or to let the computer "referee" a game between two human players. There are several skill level settings for the computer that will keep the games challenging to you from the rank of "raw recruit" right up to "commanding general". This game won't become "too easy" and boring to you for a long, long time, and even if you should get to the point that you can beat the computer even on the highest skill levels, you can go out and find some smart human player to give you all the competition you would ever want.

Although the documentation isn't always extremely clear at first, once you have played a game or two it is pretty easy to figure everything out. Overall, this is a very good

(Continued at bottom of next page)

Product Reviews - ST

PLUTOS

Game review by William F. Estes, STDIO

By Mindscape Inc, for all ST Computers
$29.99

Plutos is the kind of game that only brings mindless violence to mind. This is OK, though, some people might like a different type of challenge other than just shooting everything that moves or doesn't move. Your goal is to destroy as many objects as possible while picking up fuel and avoid being destroyed by contact with any moving object or tall stationary towers. Nothing new here so far, is there? While the concept isn't new, the design and movement of the graphics part of Plutos are very well executed. The scrolling movements of your space ship and the constant bombardment and oncoming objects that you must destroy are very smooth and take advantage of the power that an ST can offer.

While playing Plutos I am very much impressed with the degree of difficulty that continues to be put into play. Each succeeding level becomes more and more of more objects and more objects that fire upon your spacecraft and need to be destroyed. As you approach the end of each level you must destroy the eyes that look at you and they require many direct hits before they will be closed and allow you to proceed to the next level. The best way to play Plutos is to have two players firing at the objects and collecting the fuel. Teamwork seems to be the best way to proceed without killing your wrist and trigger finger, not to mention your joystick.

Plutos comes to us from Mindscape, Inc. who is distributing this software in the United States. Tynesoft Computer Software is the company that originally did the programing, but the name of the programmers isn't mentioned except for the mention of Dr. J on the title screen. While it may seem that I don't care for Plutos, this is not the case. I happen to be one of the people who like mindless violence and enjoy hours of what I like to think of as "Self Therapy". Again, I would remind you that Plutos doesn't offer anything new, but they do it very well on an old theme that has still stood the test of time. Plutos lists for $29.99, but is available locally for $26.95.

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(Great Battles - continued)

package, and well worth the $35 price tag, considering that many eight-bit computer wargames sold at $40 to $80 and weren't as good this one.

This isn't the "monster-sized" wargame that I have been hoping somebody would do on the ST (the machine is certainly capable of supporting a "monster" game), but the graphics and features of the ST are well used, and there are many hours of enjoyment to be had here.

I would certainly recommend GREAT BATTLES to all of you wargamers out there. I would also recommend it to you folks that have never played a computer wargame before; you might just discover all the fun you have been missing out on. This game definitely sets a good "first" standard for the next ST wargame to try to outdo.

Thank you, Royal Software, for getting the ball rolling.

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BATTLEZONE

Reviewed by Bill Estes, STDIO

An Arcade Style Game for all ST Computers

Atari is putting out some software for the ST, and while they are doing this, they are not exactly breaking any new ground in the process. BattleZone, is an old 8 bit game that has been given new life by bringing it over to the ST. This time, Atari has done a great job, or should I say Andromeda Software, the people who did the programing have done an excellent job of bringing this old favorite arcade game to the ST market. The graphics are just about the same as they were in the arcade version, but with the color monitor on the ST, you see the different objects on the screen in different colors.

The scenario is that the year is 1999 and all nations have agreed to world peace. But power hungry rebels have let loose a huge fleet of robot war machines. It's up to you - and your vintage tank - to save the world! Outmaneuver and defeat rebel supertanks and flying saucers by watching your radar, listening for enemy fire, dodging behind pyramids, and maintaining nerves of steel.

All of this may sound easy, but once you start the game you will be assaulted by tanks, supertanks, missiles, and an occasional flying saucer. They never stop coming at you and all the while the tanks, supertanks, and missiles will continue their mindless assault until you and your tank are destroyed. Isn't that a pleasant thought. You score points by destroying all of the above. The only strategy that seems to work is to keep moving and if you can, position your tank behind a pyramid or other tall object to protect yourself from enemy fire. This can sometimes work against you, as the real goal of the game is to destroy the rebel machines while lasting as long as possible yourself. If you are good at quick shooting and have great eye to hand coordination, than this could be the game for you.

Getting back to the graphics. Vector graphics are used to create all of the objects on the screen except for the background, and they have been used very well with the power available with the ST. The movement of objects on the screen is very smooth as the enemy machines try to outmaneuver you and get into firing position before you destroy them. The enemy weapons that shoot at you are all the same color, orange. Flying saucers are a red, and the other obstacles on the screen are usually blue.

While this is a shoot-em-up game, it isn't just mindless violence and shoot everything in sight. It does require good reflexes and a good deal of strategy to defeat the tanks and missiles as you progress into the game. If you are also heavy in masochism then there are also six levels of difficulty to choose from. I'm content to start out at level one and progress as far as I can. My only complaint is that there is no "Hall of Fame" to list high scores or who made them. They do however list the high score made and will put it in your disk if it isn't physically write protected. Another good feature is that the game is not write protected so you can make a backup copy and store your original disk so it won't be damaged during normal play. Thank you Atari and Andromeda Software for bringing an old favorite back to those of us who still like arcade games. Enjoy this one folks, it is both fun and difficult.

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ENJOY THE SUMMER - ATTEND YOUR USERS GROUP MEETINGS!

Product Reviews - 8-Bit

PHANTASIE

Game Review by Penny Ornston, R-ATARI CLUB

From SSI, for All 8-Bit Computers
List price $34.99

I have probably played hundreds of games in the past year, some good, some bad, and most somewhere in between--but far and away my favorite genre is the fantasy role-playing game. PHANTASIE fits very neatly into that category, and in my opinion is one of the best.

PHANTASIE is more of a beginner game than an intermediate or advanced, complex adventure. Your goal is simple and straight-forward. You lead a group of up to six adventurers on a quest to rid the land of the evil menace of Nikademus and his Black Knights. Of course, you must be strong enough and have powerful aids to defeat them. You can receive invaluable clues along your journey, in the form of scrolls, and these can be routed to your printer and/or screen so you can always have a hard copy of valuable information. This comes in very handy when you don't want to have to sit there and copy everything down by hand! The scrolls are very important in teaching the history of Gelnor, and also in explaining your many goals in the quest.

There is a great deal of realism built into this game --assuming that there can ever be a "realistic" fantasy-- in that stores can run out of items if you buy too much, the characters don't automatically advance with their experience points, but have to pay for training to advance a level; and new spells must be learned.

The experience points are calculated to almost astronomical proportions, but don't fret if your wizard needs 200,000 more experience points to advance another level. A few creatures can give each of your characters as much as 64,000 experience points for destroying them! Gold, on the other hand, seems difficult to come by, at least in the early portion of the game. Later on, you will find that all your characters have their maximum in their bank accounts, and you won't know what to do with the new items you find! (You are limited to 9 items per character, and that includes all weapons, armor and potions).

The rulebook for the game is somewhat sketchy, but the game is so easy to play that it isn't a disadvantage. All player movement can be done by joystick (hooray!!!) and all player options are on nice, neat pull-down menus that are so easy to use ANYONE could do it without being confused. The menus are especially useful during combat mode, where you can take your time in selecting exactly what each player will do before the melee round begins. Also, while traveling, you can stay on a menu to heal, give additional magic via a magic potion, or just check stats for your characters without having to worry about attacks. That is, until you resume movement, and then WATCH OUT! There are some real tuffies out there!

This game is definitely a beginner game, but for those people who have tried to get through an Ultima, only to give it up as hopeless, this game will make you feel good about fantasy games again.

I did find one problem (and it seemed major to me at the time), the program can crash. It only happens on the GELNOR disk, and happens if a stray key is hit while using that disk. I called SSI's hotline to ask about it, and they told me that it was a bug in the program, but they were working on a new version for 8-bit Atari, and would furnish the updated version to original PHANTASIE purchasers free of charge.

(Continued at bottom of next page, right column)

DAISY-DOT

An 8-Bit Printing Utility For Use With Star/Epson Printers.
Reviewed by Nick Berry, S*P*A*C*E

DAISY-DOT is a Share-Ware program which will print out any ASCII text file in a high-resolution font of your choice in four different print densities. This is a very fine program written and compiled in Turbo-BASIC by 14 year-old Roy Goldman.

To print out a document; it must first be created and saved to disk in straight ASCII format. This means no special control characters, which many word processors use, and no inverse characters. Next, you boot-up the DAISY-DOT program. First you tell it which font you wish to use (there are 5 fonts included with the ARC'ed version that I downloaded); and then the name of the text file to print.

Now come the magic choices. First is print size:

1) 1X = large.
2) 2X = normal size.
3) 2X draft.
4) 4X = small.

Next you choose the spacing between characters, measured in columns. Large lettering only needs a '1' or '2', whereas the small stuff needs at least '6' or more to be easily read. Then you're given the choice of: "START to print" or "SELECT to re-enter any changes".

When printing out your text, DAISY-DOT makes two passes for each line and advances the paper slightly between passes to achieve an excellent print quality.

Now comes the bad part. Many of the words at the end of each line will be cut off and continued on the next line. Since DAISY-DOT isn't a word processor, it doesn't have a word-wrap feature, so you need to go back to your word processor or text editor and rework the lines with a carriage return at the end of each to make everything look proper. Another problem, for some people, is that DAISY-DOT is written in Turbo-BASIC which until recently has only been available for the XL/XE machines. *(Ed., STARBASE, S*P*A*C*E, and probably other PSAN groups, currently have the 400/800 version of Turbo-BASIC in their libraries.)*

So far we've only looked at half of the program. The other half is a font editor to let you design your own high-resolution lettering for use with Daisy-Dot. Yes, I hear you saying, "So what, I've already got half-a-dozen font editors". But this one has a dot matrix of 16 high by 8 wide. That's twice the vertical resolution of a normal font, which gives you the ability to form letters with superb detail.

Daisy-Dot is a new program however, with room for growth and Roy Goldman is concerned with it's shortcomings and seems eager to improve it in whatever way people would like to see it go. I've been following the message board on GENIE (which is where I downloaded it from) and young Mr. Goldman is actively responding to all comments and suggestions concerning this program. Some of the improvements he has promised are a rewrite in Lightspeed C so that it will run on all 8-bits, support for more printers, added functions to the font editor and the ability to change density, character spacing and fonts all within a single document. It would appear as though Daisy-Dot will grow and mature, and could easily become one of the finest printer utilities available to the 8-bit ATARI community.

(Continued on page 11, right column)

ULTIMA IV
QUEST OF THE AVATAR

Game Overview by Penny Ormston, R-ATARI CLUB

From ORIGIN SYSTEMS, for All 8-Bit Computers
List price $49.99

Lord British *(Ed., program author's pen name.)* really out did himself with this one, making Ultima IV more of an epic event than a game. The scope of this game is phenomenal, being fully sixteen times larger in scale that Ultima III!

And this game takes the term "role-playing" a few steps further than any other, in that YOU are indeed the main character in the game. In order to initialize a new game, you are required to answer several moral questions as honestly as possible. Such questions as *"Thou art sworn to protect thy lord at all costs, yet thou knowest he hath committed a crime. Authorities ask thee of the affair, do you: A) break your oath by speaking honestly; or B) uphold honor by remaining silent?"*

After answering several such questions --of which there is no right or wrong answer, only your personal reaction to the questions-- your character's personality, and player-type are set. And you are on your own, at least at first, for among your many goals is to find and recruit seven others to join in your quest.

The Quest Of The Avatar is to actually become the embodiment of virtue. Such virtues as valor, honesty and compassion, along with five others, are to be sought after above all else! Your every action can affect these virtues for your character, and you can loose a virtue more easily than gain one. Even after you are made an '8 parts avatar', virtues are easily lost, thus putting a damper on any thoughts you might have of stealing all those treasure chests in the castle's treasure room, or of bragging of your Avatarhood to local citizens of the many towns.

By the time your character is an 8 parts Avatar, you are probably about half way through this multi-faceted adventure. Just when you think you've got it all figured out, you will find many more things that must be found or done! I can't help but wonder if it can ever be completed?

As for the program itself, there are a few things that are mildly annoying, but nonetheless unavoidable in a game of this complexity. One, disk access is frequent as new bit maps are loaded in every few steps. Also there is a great deal of disk swapping involved if you have a one drive system. If you have a two drive system, the program will take advantage of it, thus saving you the time and hassle of swapping disks so often. You will still have to swap occasionally, however, but not very much. I was even able to make the program crash on me at one point, something that has never happened to me with the previous Ultimas in spite of any foolish things I may have tried. In Ultima IV, you have an option to (h)ole up and rest, which can greatly restore hitpoints. Well, I found that while at sea, I could (x)it the ship and hole up and rest. Unfortunately, there are times when the hole up function will backfire on you, in that you can be ambushed by strange creatures. I thought this was particularly amusing when it happened to me while I was at sea! The creatures came up out of nowhere and attacked me! What was not so amusing was that once I had won the battle, I was now stranded in the middle of the ocean, and the program no longer recognized that I had a boat under me. I could not move anywhere, as I was surrounded by water, and I couldn't board the now non-existent boat! My only recourse was to either sit there in hopes of having a pirate ship show up eventually, if not then my characters could slowly starve to death (which, by the way, works wonders on the sacrifice virtue, but is no fun!). Or to turn the computer off and lose everything that I had gained since my last game save!

This game was highly touted for having the ability to have complete conversations with the people in the towns. Conversation is one of the most important factors in this game. Without talking to EVERYONE, and of course knowing the right things to say or questions to ask, you will never be able to complete your quest. And keeping careful track of who says what, and where people are is a must! I have a whole notebook used solely for the purpose of cataloging people, clues and other bits and pieces of conversation.

This is definitely not a game for beginners! This is by far the most complex game I have ever played, and my all-time favorite to date. I highly recommend it to anyone who is interested in advanced adventure games, but anyone who didn't enjoy Ultima III should probably avoid it.

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FIRST XLENT WORD PROCESSOR DISK UPDATE

By Wally Wong, BRACE

The folks of XLEnt Software are now shipping the upgrade to their excellent and inexpensive First XLEnt Word Processor. Version 2.1 will make present owners happy and may excite those holding out.

Some of the modifications, as mentioned by Linda of XLEnt Software, will include the ability to save system configurations - you no longer have to adjust colors and make personal adjustments everytime you boot the system, dumping the cut/paste buffer directly to the printer and the ability to search and replace the return character - pay attention telecomm. people.

To obtain your upgrade, just send the yellow "upgrade" card you should have received with the manual. Lost the card? No sweat. Just send either the master disk with $3.00 or $5.00 without the master disk but list the serial number of the master disk in your response. Don't forget to include your return address and other necessary information when requesting your upgrade.

Look for an extensive review of this product as well as personal preferences by yours truly.

Wally

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(PHANTASIE - continued)

The solution in the meantime? Use the joystick instead of the keyboard (its easier that way anyway) -- and keep the baby away from the computer while playing! After they explained the problem, I followed my solution, and no more crashes.

I highly recommend this game to beginners, especially. If you prefer advanced fantasy games like the Ultimas, this game might seem simple, but is a refreshing alternative.

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SEE YOU AT THE MEETINGS!

REFRIGERATOR II

Software Instant 'Re-Booter' For Expanded Memory Computers

By Thomas Lawless, R-ATARI CLUB

For all XL and XE Computers with 256K or greater RAM.

(Editor's Note: This type-in Assembler program listing is a new and improved version of the REFRIGERATOR which was originally published in the April 1987 issue of PSAN. The program's purpose is to allow instant (versus the normal 10-15 second required delay) computer re-booting (i.e., a 'coldstart' - the same as switching the computer OFF, then ON) while retaining the contents of the extra RAM. Please refer to the April article for full details. The original REFRIGERATOR did not work with XE Computers.)

If you own an XE Atari and were disappointed that the original REFRIGERATOR program did not work for you. Take heart, this updated version will work on both XE's and XL's. I am not sure about the good 'ole 800', I don't have one to test this program out on. Anyone want to give it a try and let us all know?

The program is pretty much the same as the original except that we jump straight to the coldstart routine (line 650) instead of changing the status of the cartridge interlock memory location.

I wish to thank Tom Powers of S*P*A*C*E, for bringing this shortcoming to my attention and for giving me the incentive to make it work for us all.

Enjoy, and pass it around!
Thom

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(The following listing was created with the Atari Assembler/Editor cartridge.)

```
0100  .OPT NOLIST
0110 ; REFERIGERATOR is a resident
0120 ; program that is hidden from
0130 ; any running program. It is
0140 ; activated by pressing the
0150 ; 'HELP' key. It will then
0160 ; 'COLDSTART' the computer
0170 ; without erasing memory, such
0180 ; as a ramdisk. It operates
0190 ; similar to the FREEZER switch.
0200 ;
0210 ;
0220 HELP = 17 ; The number returned
0230 ; in $D209 when the 'HELP' is
0240 ; pressed. You can change this
0250 ; number to another if you
0260 ; chose.
0270 ;
0280 ;
0290 KBCODE = $D209 ;holds keyboard
0300 ;               code when read.
0310 VKEYBD = $0208 ;keyboard vector
0320 DOSVEC = $0C   ;reset vector
0330 ;
0340 ;
0350 ; Start of code throw away code
0360       *= $6000
0370 INIT1
0380    LDA DOSVEC
0390    LDX DOSVEC+1
0400    STA DOSAV+1
0410    STX DOSAV+2
0420    LDA VKEYBD
0430    LDX VKEYBD+1
0440    STA GETKEY+1
0450    STX GETKEY+2
0460    JSR ZIP
0470    RTS
0480 ;
0490 ;permenant code
0500 ;INTERPURT KEY CODE ANY TIME
0510      *= $0600  ;PAGE 6 AGAIN!!
0520 ASSEC
0530     PHA
0540     LDA KBCODE
0550     CMP #HELP
0560     BEQ ONE
0570     PLA
0580 ;
0590 ;
0600 GETKEY
0610    JMP $FFFF   ; self modifying!
0620 ;
0630 ;
0640 ONE
0650    JMP 58487   ; Coldstart entry
0690 ;
0700 ;
0710 REINIT
0720 DOSAV
0730    JSR $FFFF   ; self modifying!
0740 ZIP
0750    LDA #REINIT&$FF
0760    LDX #REINIT/$100
0770    STA DOSVEC
0780    STX DOSVEC+1
0790    SEI
0800    LDA #ASSEC&$FF
0810    LDX #ASSEC/$100
0820    STA VKEYBD
0830    STX VKEYBD+1
0840    CLI
0850    RTS
0860 ;
0870 ;
0880    *= $02E2
0890    .WORD INIT1
```

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(Daisy-Dot - continued)

Daisy-Dot is available from GENIE and CompuServe via download. Additionally, Jim Chapman (the S*P*A*C*E Librarian) and other PSAN Librarians have copies, as do a number of modem users, like myself. So get a copy, check it out, and if you like it send Roy some money, like I already did. That's the best way we can encourage him to improve an already useful program.

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A HACKER'S HARD DISK FOR THE ATARI ST

By Tom Love

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This article exists in draft form, as submitted for publication in the March '87 issue of "ST Applications" magazine. ST Applications has been published monthly since September 1985. It provides a nice mix of technical articles, programming projects, MIDI, news and rumors, and software reviews. Support disks are available. Subscriptions are $32.50/yr without the disk, $92.50/yr with the disk. Single issues are $4.50 each, $12.00 with the disk. The editor is William Petry. Their address is: ST Applications, P.O. Box 980, Forestville, CA, 95436 USA. Please mention my name and this article if you contact them.

1. Introduction

Back in the old days, when the "home computer" was only beginning to become a reality, the typical computer hobbyist was generally at least as adept at soldering patch wires onto his machine's circuit boards as he was at patching bugs in his code. Since those days personal computing systems have greatly matured, so that most users spend their time using commercial software or perhaps writing programs of their own - but rarely are they actually involved in any sort of hardware hacking.

This article describes the adventures of a relatively hardware-naive user (me) in attempting to assemble a usable hard disk system for an Atari 1040ST using essentially off-the-shelf hardware. The primary goal here is to provide the reader with the sort of documentation I could have used as I muddled through this project. Thus this is not a product review (though no doubt comments of a less than objective nature may sneak in at times); nor is this a "circuit cellar" sort of a project (I never had to use a soldering iron once!). Instead, this a project report, with an emphasis on "how-to" for those considering the same undertaking. But first, some background, to explain the rationale for this project.

The need for a hard disk on my 1040 became obvious very shortly after I brought the system home. I program industrial-strength Unix systems during the day, and am spoiled by the typically huge amounts of online storage available. While I have no doubt that serious software development is possible on floppy-based ST systems, it is not for me. However, the going price for a "turnkey" twenty megabyte hard disk system for the ST is still in excess of $600. This is not only expensive, but provides no reasonable option for upgrading disk storage capacity in the future. Luckily I learned of an alternative approach which solves both problems. This approach employs an industry standard hard disk, controller, and power supply, and a custom board which converts the ST hard disk interface to the interface standard understood by the controller. This custom adaptor board was developed and is sold by Berkeley Microsystems of Oakland, CA., hereafter referred to as "Berkeley".

Since I knew that I could borrow an unused hard disk and power supply from work, the cost of the system immediately became attractive - about $255 for the necessary interface hardware. And expandability with the Berkeley approach is better than with the Supra or Atari hard disks, as the adaptor/controller pair is capable of supporting two separate hard disks simultaneously. The clincher, for me, was the inclusion of a battery backed system clock on the adaptor board, providing the same capabilities as cartridge based clocks which sell for about $50. The only obstacle, as I was informed by Chris Rhodin of Berkeley: no documentation (though he says they will be shipping documentation with their board kits soon). This important consideration notwithstanding, I decided to go for it.

2. System Hardware

The package I received from Berkeley contained an Adaptek SCSI (Small Computer Systems Interface) disk controller board, the Berkeley DMA-to-SCSI adaptor board, four cables, and a microfloppy containing the installation and driver software. Just as promised, there wasn't a scrap of documentation in the box or on the disk. Berkeley left it to me to acquire my own hard disk and power supply. Fig. 1 diagrams the components of the system and how they interconnect logically.

The purpose of the SCSI controller board is twofold. It communicates with the disk drive itself, sending out commands to read and write data, and receiving the results of those commands; and it communicates with the outside world, receiving similar commands and sending back data and status. The controller effectively serves as a protocol converter between the industry standard SCSI protocol and the ST506/ST412 protocol understood by the disk drive.

In many computer systems the "outside world" which drives the disk controller is the system CPU and operating system, often communicating directly on the system bus. In the case of the Atari ST, however, no direct mechanism is provided to interface a disk controller to the CPU, so the CPU communicates with the hard disk by the only reasonably speedy interface provided, the DMA (Direct Memory Access) interface. This external 19 pin interface permits 8-bit parallel communication with the system data bus at rates up to 1 megabyte per second. The intermediary between the DMA interface and the SCSI controller is Berkeley Microsystems' SCSI adaptor board. This adaptor board is responsible for converting between the DMA protocol spoken by the Atari and the SCSI protocol understood by the disk controller.

The disk drive need meet only one requirement: it must be ST506/ST412 compatible. This covers just about all fixed

disks manufactured for personal computers since the early Eighties, including drives for the IBM PC/XT and PC/AT and compatibles. Capacities of available drives typically range from 10 megabytes to 86 megabytes; note however that constraints imposed by TOS limit usable capacity of a single drive to 64 megabytes. New 20 megabyte drives (e.g. the Seagate ST225) are typically available for somewhere around $280 without a controller (be sure you do not pay for a controller board, since most are for PCs and are useless to an Atari owner). Alternatively, good deals may be found in new and used hard drives at computer swap meets, in user group magazines, and by word of mouth. Expect to pay on the order of $10 per megabyte for used hardware. The disk I am using is a Quantum 540 which provides 34 megabytes of storage after formatting.

Acquisition of a power supply is a similar problem. New power supplies for PCs are available from discount houses for $50 to $75, depending on power output rating. Alternatively, scrounging might net you just what you need for twenty dollars or less. If buying a PC-type power supply, plan on buying one with a minimum of of 65 watts output for a single hard drive system or 135 watts for a double drive system. If you're scrounging, keep in mind that you need +5 volt and +12 volt output, with 3 to 5 amps each for a single drive system and 6 to 10 amps each for a double drive system. Different hard drives have different power requirements, so if possible consult the drive's technical reference manual for peak power draw. It is a good idea to put an AC line filter on the 110V input to the power supply, and a line switch on the input is highly recommended for turning the disk system on and off. The power is distributed to each of the boards and to each disk drive by means of four wires and a standard keyed AMP "Mate-N-Lok" connector, identical to that used by conventional floppy drives and available at any electronics supply house (AMP part number 1-408424-0). Most PC power supplies come with harnesses and connectors ready-made.

Finally, the cables. Berkeley can provide cables for a single drive system for a minimal cost. Their cable kit includes the 19 wire cable between the DMA port and their adaptor board; a short flat 50 wire ribbon cable to connect the Berkeley adaptor to the Adaptek controller; and two flat ribbon cables to connect the controller to the hard drive, a 20 wire data cable and a 34 wire control cable. If a second hard drive is used a third connector should be crimped onto the middle of the control cable, and second data cable is necessary. If you have access to facilities for manufacturing your own cables you might be well advised to, since the cables provided by Berkeley are painfully short. My installation uses the cables provided by Berkeley, though, so it is possible.

3. Hardware Assembly

Before beginning assembly we need to consider how this package is to be enclosed, if at all. Things to think about are RF emissions, heat dissipation, isolation from external disturbances, and general tidiness. The boards and drive do not seem to emit any noticable RF (radio frequency) noise, so unless you live in a neighborhood of ham radio fanatics you probably do not need to go to the trouble or expense of a metal enclosure. My setup seemed to run a little warm at first, but since my power supply happens to have a built-in fan I just rearranged things so that the power supply cools the other components. If necessary, a muffin fan can be added to the setup for about $10.

I opted for the "cheap-is-beautiful" approach, sandwiching the two boards between two 6" by 8" pieces of 1/4" plywood, holding the whole thing together with four 4" long #6 machine screws and spacing each layer by about 3/4 of an inch with nuts and small pieces of non-conductive plastic tubing. The hard drive sits on top of the whole sandwich. Crude but simple. It is also possible to screw the boards directly to the bottom of the hard drive, or use commercially available mounting rails.

My assembly method was largely dictated by the short cables provided by Berkeley. After playing with the connectors it became apparent that there was only one way things would fit together. Figure 2 *(See Editor's note at end of article)* graphically illustrates this connectivity; the following paragraphs provide a more detailed explanation.

Begin with the assumption that the circuitry attached to your hard drive is on the bottom. The disk controller board goes directly underneath the hard drive, with the components facing down and the 50 pin header (the two rows of pins sticking straight out from the board) and LED toward the front. Under the controller goes the Berkeley adaptor board, with its components also facing down and its 50 pin header toward the front. The 19 wire DMA cable connects to the header on the back side of the Berkeley adaptor board, with the cable directed away from the board. Next the 50 wire ribbon cable connects the 50 pin headers on the front of both boards. Proper orientation is important. This is achieved by plugging the cable into the Adaptek so it that it extends away from the board (toward the front), then bending it down and flipping the connector around so that it meets the Berkeley adaptor board's header.

Next, the disk drive is connected to the controller by the 20 wire data cable and the 34 wire control cable. These cables attach to the disk drive by means of edge connectors; on the disk controller the control cable attaches with an edge connector while the data cable(s) attach to the header(s) at the rear of the board. The header near the side of the board is used for drive zero (the designation for the drive in a single-drive system, or the first drive in a two-drive system); the header in the middle of the back of the controller is used for drive one in a two-drive system. The control cable attaches directly without any twists. The data cable is attached to the disk with the cable directed downward, and is turned under to fasten to the appropriate header on the bottom of the controller. Note that none of the ribbon cables used require any twists in them.

One further consideration: hard drives typically have a jumper on the bottom labelled "DS". This is the "drive select" jumper which provides each disk with an identity, whether drive zero, drive one, or greater. On a single drive system the DS jumper should be set to 0; on a double drive system one disk should be set to DS0 and the other to DS1. Finally, power connectors need to be supplied to each of the boards and the disk drive. The standard connector keying makes this straightforward. Now comes the test of nerve: plug it into the wall and turn it on (for safety's sake while disconnected from the ST's DMA port). If everything was put together properly the LEDs on the disk controller and drive will begin blinking and you will hear the unmistakeable sound of the hard drive beginning to spin and coming up to speed. If these things do not happen all I can suggest is re-reading everything above and trying again before calling Berkeley.

4. Software Installation and Configuration

In order to make the disk usable to the ST it must be properly installed and formatted. Begin this procedure by turning everything off, connecting the DMA cable to the back of the ST, turning on the hard drive, and then after it is

spun up turning on the ST. Insert the floppy supplied by Berkeley into drive A and open it up. The AUTO folder on the Berkeley disk contains two programs, install.prg and setclk.prg. These should both copied into the AUTO folder on your boot floppy. Install.prg handles boot-time installation of the hard disk, and setclk.prg automatically notifies GEM of the date and time stored in the clock on the adaptor board. The battery-backed clock needs to be set once at installation time. This is done by setting the date and time correctly in the GEM Control Panel and then running the program initclk.prg in the root directory of the Berkeley floppy. This program only need be run again when the hardware clock needs to be reset, for example when changing to daylight savings time, leap year, or if the battery wears out.

Next open up the AHDI folder on the diskette. This contains two programs of interest, hdx.prg and ship.prg, and an important data file called wincap. Hdx is the hard disk installer program, and ship is used for parking the disk's heads before transportation. The wincap file needs to be examined to ensure that it contains data relevant to your brand and model of disk drive, including the name, the number of heads, the number of cylinders, write precompensation, reduced write current, default partition, and other obscure things. Wincap entries for a number of the more standard drives are already in place. If your drive is not one of the ones already installed you will need to refer to a technical reference manual for your drive, Chris at Berkeley Microsystems, or both in order to get a usable entry. A text editor such as micro-emacs is necessary to modify the wincap file.

Next run the program hdx.prg. This is a GEM application which is used to format, partition, zero, and mark bad blocks on the disk. Each operation is available under the "DISK" pulldown menu. The format operation should be performed first, so pull down and activate "format". You must verify that you want to format, then select the physical unit. This will be drive 0. Next you must pick the drive type from a menu which is generated based on the wincap file. Finally, you must verify one more time that you want to format (an operation which destroys all data on the disk), and formatting will begin.

The next step is to partition. Again you must verify that you wish to partition and name the physical unit, then you are presented with a panel of logical unit names (C: through P:) with sizes associated with each partition. A partition, or logical unit, may be no larger than 16 megabytes. You may divide up your disk as you like; mine is cut into 14, 10, and 10 megabytes for C: through E: respectively. If you have a favorite ramdisk which is hardcoded to be device C: (or something else) you may wish to partition around it.

Next each partition must be zeroed. Invoke the "zero" step once for each partition, specifying which partition each time. And last invoke the "markbad" step once for each partition. This scans through each partition identifying and mapping out unreliable blocks; it takes longer than any of the other steps. When all this is done, exit hdx by pulling down the FILE menu and activating "quit".

The last step is to establish an icon for each partition by selecting an existing disk icon and choosing "install disk drive" from the OPTIONS menu, filling out the drive identifier and icon label fields, and clicking on "install". This should be done once for each partition built in the hdx partition step. When this is done, save your desktop to your boot floppy and try powering everything down and cold booting. If the installation went properly, your desktop will show an icon for each partition. Select each icon one at a time and "show info" to verify that the correct amount of bytes available is displayed. If all this appears right, consider yourself the owner of a hard disk system.

5. Use

Use of a hard disk in the TOS environment is not much different than use of floppy disks, except of course that the hard disk is much bigger, faster, and does not require any of that obnoxious disk swapping. At this time a boot floppy containing your AUTO folder, desktop.inf, and any desired desk accessories is still necessary; both Atari and Berkeley Microsystems are working on reliable methods for booting directly from the hard disk.

When turning on your system you should turn on your power supply first, powering up the boards and disk. Turn on the monitor while waiting for the the disk to spin up. After about five or ten seconds, when the disk is spun up and its LED stops blinking, then turn on the ST. In powering down, reverse the order: ST off first, disk last. Note that cycling power on the disk while the system is up causes a system reset.

Installing a hard disk may solve many problems, but it invariably introduces one rather unpleasant one: backing up your files. I am unaware of any reasonably priced tape backup mechanism currently or soon available for the ST. This leaves the floppy as the only viable medium. There are a variety of commercial and public domain packages available to make the procedure easier and faster than simply copying.

One issue which has not been received much press but is very important to all ST users is what has come to be known as the "forty folder limit". Due to a bug in GEMDOS's limited resource manager, the TOS file system can get a case of amnesia if more than forty folders exist on the set of installed partitions (including the floppy). The problem does not occur every time, but if it does, the loss of information on your hard disk may be total. Therefore until a fix is published by Atari you should keep a close watch on the number of folders you create on your filesystem.

6. Evaluation, Conclusions, and Recommendations

If you have read through all of the above installation instructions you may have come to the conclusion that all this is a lot of trouble; if so, you're not far wrong.

However, for some people this "hacker's" hard disk makes more sense than the expensive turnkey systems. These people would be those with inexpensive access to any of the components of the system; those with limited budgets who want to start out small (say with a cheap 10 meg disk) and later expand; those with very large storage needs such as BBS sysops, programmers, and businesses; and those who just like to tinker with hardware.

I would specifically not recommend this system to those meek people who are obsessed with warranties or have a deathly fear of electricity.

My system has operated reliably since I put it on line several weeks ago. While I cannot provide any quantitative data as to performance or contrast my system with an Atari or Supra hard disk, loading software is significantly, perhaps five to eight times, faster than loading from floppy.

(Continued at bottom of next page)

POWER!

Build A Stronger Power Supply For Your 800XL.

By Unknown Author

(Reprinted from the January 1986 issue of STATUS via ACE)

If you've ever had a power supply go bad (as mine did), you know how long it can take to get a replacement. A few phone calls to local vendors reveals a one week wait at the minimum. Undaunted (and impatient), I decided to build my own power supply.

By using the circuit diagram (see Figure 1) and following the construction notes which follow, you can have a "beefy" power supply which will handle any demand the 800XL can place on it. And yes, it will indeed power a RamDisk modification. As an added feature, I've included surge protection with the power supply.

The heart of this power supply is a LM323K +5 volt regulator IC. With the proper heat sink, the regulator can provide up to 3 amps to your computer. The 800XL requires less than 1.5 amps (the 130XE less than 2 amps), so with a 3 amp rating this regulator is ideal for the power supply.

For connecting to your computer, you may purchase a 7-pin "DIN" connector or you may cut the cable from your old supply. If you look at the diagram (see Figure 3), you'll see pins 1,4, and 6 are the +5 volt output. Pins 3, 5 and 7 are the ground connections. With an Ohmmeter, find the wire which you cut connecting to pins 1, 4, and 6 and tag it with "+5" for future use. The other wire is the ground and it connects to pins 3, 5 and 7.

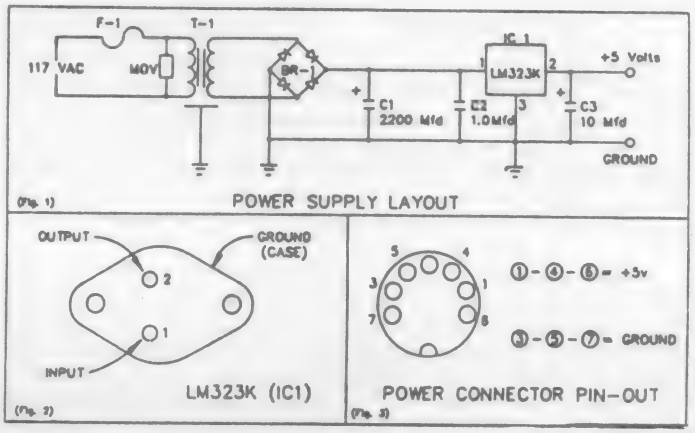
Follow the schematic (see Figure 1) and wire your project carefully. Observe the polarity of the electrolytic capacitors and study the pin-out configuration of the LM323K (see Figure 2) before making the connections.

Connect the Metal Oxide Varistor (as shown in the diagram) for surge protection. Connect the black and white wires of the line cord to the input of the transformer. A fuse holder should be wired to one of the inputs of the transformer. The green wire (if you are using a three wire cord) should be connected to the metal case of the transformer.

One final construction note. The LM323K must be mounted on a heat sink. I chose a plastic project case with a metal top (see Parts List) and mounted the LM323K to the metal top with heat sink compound. As an option, you can mount the regulator on a heat sink designed for a "TO-3" transistor case. I also recommend a TO-3 socket for the regulator for easy installation and removal.

Before connecting the power supply to your computer, power up your unit and check for +5 volts at the output. If all seems well than try your computer. If you notice any "ripple" on the screen, then recheck all your solder connections. It may be necessary to connect the case of the 12 volt transformer to ground. In extreme cases, you may have to shield the entire tranformer with a piece of metal connected to ground.

Good luck with your project!



POWER SUPPLY PARTS LIST

T1 - 12 volt transformer (Radio Shack 273-1352 or equivalent)
BR1 - Bridge rectifier (RS 276-1146 or equiv.)
IC1 - LM323K (available at local electronics suppliers)
C1 - 2200 mfd electrolytic capacitor (RS 272-1020 or equiv.)
C2 - 1.0 mfd capacitor (RS 272-1050 or equiv.)
C3 - 10 mfd electrolytic capacitor (RS 272-1013 or equiv.)
MOV - metal Oxide Varistor (RS 276-571 or equiv.)
Misc. - Project enclosure (RS 270-232 or equiv.)
Fuse holder.

****

(A Hacker's Hard Disk for the Atari ST - continued)

Overall it has greatly improved the utility of my system and at an exceptionally low cost.

Postscript: The address for Berkeley Microsystems is: 1107 El Centro Ave., Oakland, CA USA 94602, phone (415) 530-3436.

The price for the two-board set is still $250 but will be going up, so contact Berkeley Microsystems to verify price information before ordering. Berkeley will be shipping an installation manual with their boards soon.

Editor's Note: The apparent accompanying figures (probably a component list and a cabling diagram) were not submitted with this article. We'll publish them at a later date, when and if we get them.

****

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SERVICING THE XL/XE POWER SUPPLY

By D.F. NEFF, MACE

(Reprinted from the MACE Journal, Feb '87)

This article is a step-by-step trouble shooting guide and parts list to permit you to repair your own computer power supply. It is written for the Atari enthusiast who is not well-versed in the electronics field, but has some interest in learning more. It assumes you are familiar with soldering techniques and the use of a VOM. Those of you who are hestitant to repair anything yourself should remember two things:

1.) It's already broken, you can't make it worse.

2.) Nothing in the power supply costs over $10.00 to replace. In fact, the parts most likely to fail cost less than $1.00!

Now let's get started. First, we'll consider the obvious questions. Is the power supply plugged in? Is the wall outlet working? Plug a table lamp into the wall outlet to test it. If you are using an extension cord between the wall outlet and the power supply, plug the light into the extension cord to test it too. If the outlet and the extension cord pass the test, we can turn our attention to the power supply.

Plug the power supply back into the wall outlet and remove the power supply plug from the keyboard console. This Plug will contain seven pins as shown in Figure 1. The pins are connected in two groups of three with no connection to the middle pin. Using your voltmeter, check for the presence of 5 to 7 volts d.c. between the three pins on the left and three on the right. *(Editor's Note: Don't allow the two test leads to touch each other, or you will cause a short which could cause further damage.)*

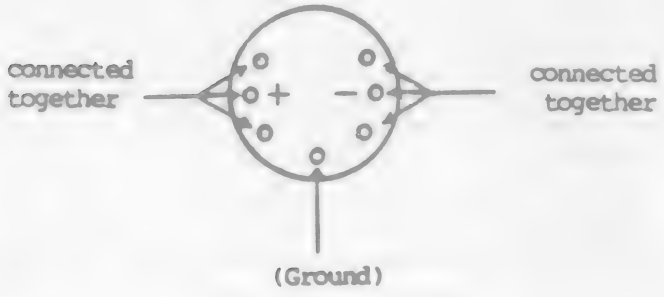


Figure 1

If this plug has the proper voltage and polarity then your power supply is working and your problem is located inside the keyboard console. If, however, you do not have the proper readings at this plug then you must do further testing inside the power supply.

Turn the power supply upside down, gently pull out the four rubber feet and unscrew the Phillips-head screw under each foot. Turn the power supply back upright and remove the top half of the case to expose the circuit board and components. *(Ed.'s Note: At this point if you see that the power supply is a solid block of epoxy plastic you won't be able to repair it. See articles on how to build a power supply.)*

Remove the fuse and test it with your ohmmeter. If the fuse is O.K. reinstall it and proceed with the test program. If the fuse is blown and the replacement also blows, go to the test description for CR101-4.

The cord to the keyboard is attached to the end of the circuit board at points labeled GND and +5V. With the power supply plugged into the wall outlet, use your voltmeter to test for 5.0 to 7.0 volts d.c. across these two points. If the proper voltage and polarity are present between these points, then your console cord and plug are defective and must be replaced. When you have replaced the plug and cord, use your voltmeter to check for proper polarity, as shown in Figure 1, before hooking up the keyboard console again.

If no voltage was present at those two points we must go to the opposite end of the circuit board and test the transformer. The two secondary leads from the transformer attach to the circuit board near the fuse we tested earlier. set your voltmeter for a.c. and check for 10 to 15 volts a.c. between these two leads. If no voltage is found here we must check the primary side of the transformer.

Notice: This next step requires working with dangerous voltages! If you are not experienced in handling 110 v.a.c., stop here and take your power supply to a repair shop. If you wish to proceed with this test, unscrew the two wire nuts attaching the power cord to the primary side of the transformer. Use your voltmeter to test for 110 v.a.c. across the two bare connections. If there is no 110 v.a.c. at this point, the power cord and plug are defective and must be replaced. If you find 110 v.a.c. at this point, then the transformer is defective and must be replaced. The transformer listed in Table 1 is not a direct replacement and may present a slight fitting problem when you reassemble the power supply case.

If, when you checked the secondary wired near the fuse, you found the 10-15 v.a.c. to be present you should skip the 110 v.a.c. test. Instead locate (IC) U102 which is attached to the black finned heat sink. It will look like Figure 2.

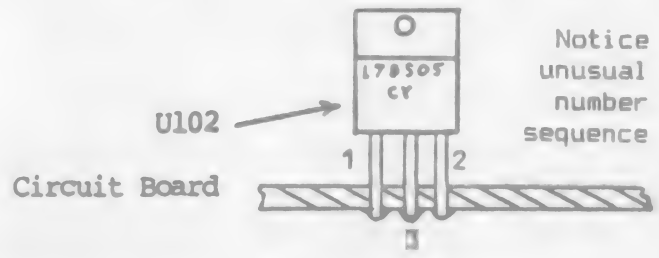


Figure 2

Remember when we first opened the case and checked the attachment points for the keyboard console cord and plug? Those two points are labeled GND and +5V and are located on the circuit board where the two wires enter the case. Attach your voltmeter's black or negative wire to the point labeled GND and leave it there while we test U102. Set your meter for d.c. again and touch the red or positive lead of your meter on each of the three legs of U102 one at a time. Be careful not to short two legs together while doing this test.

Pin 3, the center pin should have about 1/4 volt (0.25 volt) on it. If it is lower than 1/4 volt it's o.k., but if it is higher than 0.5 volt (1/2 volt), R102 may be defective. R102 is a 2.9 ohm resistor but can be replaced with three parallel 10 ohm resistors.

Pin 1, should have 11 to 16 volts on it, and pin 2 should have 5.5 to 7 volts on it. If pin 1 and 3 voltages are normal, but pin 2 voltage reads wrong, then U102 is defective and must be replaced.

If the voltage at pin 2 is too low, the problem is in the voltage rectifier diodes CR101-4.

Unplug the power cord from the 110 v.a.c. wall socket and allow the power supply to sit idle for at least two minutes to allow C104 to discharge before proceeding. Set your meter to read resistance.

Check the resistance of diode CR101 and write it down. Reverse the meter leads (use the red where you just used the black and vice versa) and write down the new resistance reading. The value of these readings is not critical, but one must be at least twice as large as the other.

Repeat the same procedure for diodes CR102, CR103, and CR104. If any one of these fails this test, replace all four of them. The failure of one diode places excessive loads on the others and may lead to their failure later. Before removing a diode for replacement note the orientation of the silver paint band on one end of the body. The replacement diode must be installed the same way. If you get mixed up, refer to the diagram on the circuit board and refer to Figure 3.

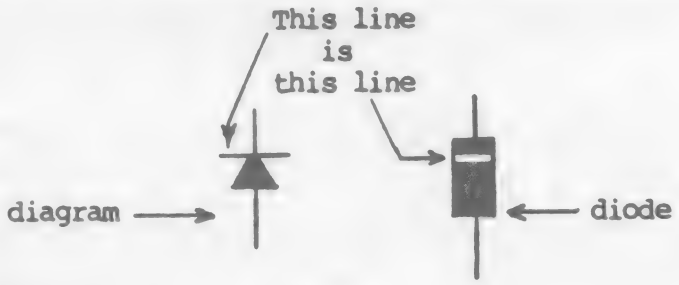


Figure 3

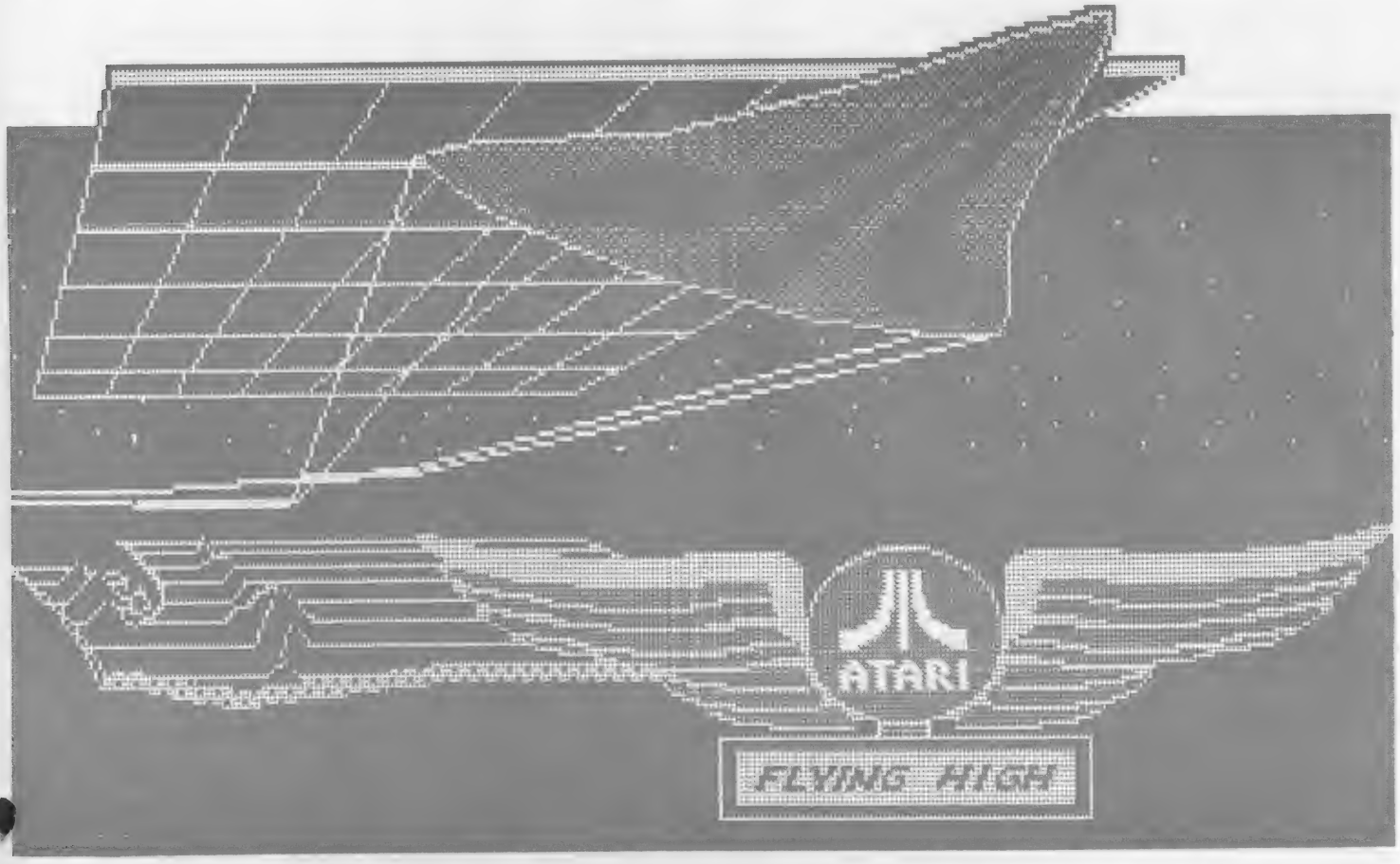
Now look at the other components on the board. If any of them are damaged or appear burned, replace them. At this point your power supply should be working as good as new. Use a small brush to remove any dust in the case, and reinstall the cover.

Table 1

PART DESCRIPTION		RADIO SHACK STOCK #
Voltage Regulator	U102	276-1770
2.9 ohm Resistor	R102	271-1301*
Power Transformer		273-1511
Console Power Plug		274-003**
Rectifier Diodes	CR101-4	276-1143
Fuse		270-1246
Power Cords		278-1255

* (use 3 of these connected in parallel)
** (not a 7-pin plug but it will work well)

****



HELP YOUR CLUB!! WRITE AN ARTICLE
BRING IN A NEW MEMBER!

"CONVERT" M.L. ROUTINE

For 8-Bit BASIC Programmers

By Jim Chapman, S*P*A*C*E

CONVERT is a simple, but very useful machine language (M.L.) subroutine which I regularily insert into my own BASIC programs to convert screen displays and text strings into inverse video and vice versa. This is particularily effective for highlighting selected menu options which are displayed on the screen. A string of bytes of up to 255 characters can be "toggled" instantly - much, much faster than is possible using BASIC commands.

Type-in and RUN Listing 1 to see CONVERT in action. After you've RUN the program one time (and thus have created CONVERT$), you can simplify the program (and speed program initialization) by making the following changes:

1. Clear the screen.
2. Type: "? CONVERT$" and (RETURN).
3. Cursor up to the left end of the displayed characters and move them over to the right by typing (CONTROL) and (INSERT) 13 times.
4. Type: "40 CONVERT$=";(DOUBLE QUOTE) and (RETURN). This will create a new line 40 which sets up CONVERT$ (the CONVERT M.L. Routine) with the proper values. You can check yourself by LISTing line 40 and then printing C$ to the screen. If they contain the same string characters, then everything is OK.
5. Delete lines 35, 45, and all DATA lines (100-135).
6. SAVE the program. If you just want the CONVERT routine (to insert into future programs) then delete all lines except 30, 40, 80, and desired REMark lines. Save using the LIST command so that you will be able to merge it into the program of choice.

Instead of CONVERTing a string and then PRINTing it to the screen as I did in lines 80-85 of Listing 1, you can also directly toggle screen memory by defining the 2nd parameter of the M.L. call (line 80) as:

PEEK(88)+256*PEEK(89)+OFFSET

OFFSET is the number of bytes from the start of screen memory that you will begin CONVERTing from. Also, the number of bytes to CONVERT (the third parameter of the M.L. call in line 80) would now be directly specified, rather than defined as the LEN(TEXT$). Repeating the M.L. call (line 80) without changing parameters will instantly return the specified bytes of screen memory back to the previous state.

Listing 2 is the Assembler source code of CONVERT - for those who are interested in M.L. programming.

****

LISTING 1, Sample BASIC Program.

```
5 REM "Normal-Inverse or Inverse-Normal Text Converter", by
Jim Chapman 5/86
10 REM TEXT=memory location of the text to be converted; and
BYTES=the number of characters to be changed.
15 REM
20 REM * SETUP *
25 REM
30 DIM CONVERT$(25),TEXT$(40)
35 FOR X=1 TO 25
40 READ A:CONVERT$(X,X)=CHR$(A):REM Creating CONVERT routine
45 NEXT X
50 REM
55 REM * SAMPLE USE *
60 REM
65 TEXT$="THIS IS A CONVERTED TEXT STRING."
70 ? CHR$(125):? :? :?
75 FOR X=1 TO 7
80 A=USR(ADR(CONVERT$),ADR(TEXT$),LEN(TEXT$))
85 ? :? TEXT$
90 NEXT X
95 END
100 REM
105 REM
110 DATA 104,104,133,204,104
115 DATA 133,203,104,104,133
120 DATA 205,160,0,177,203
125 DATA 73,128,145,203,200
130 DATA 196,205,208,245,96
135 DATA -1
```

LISTING 2, M.L., Source Code

```
01000 ****************************
01010 * STRING INVERSE/NORMAL  *
01020 * CONVERSION ROUTINE     *
01030 * (Max length = 255)     *
01040 ****************************
01050 STRING   .EQ $CB
01060 LENGTH   .EQ $CD
01070 ****************************
01080          PLA
01090          PLA
01100          STA STRING+1
01110          PLA
01120          STA STRING
01130          PLA
01140          PLA
01150          STA LENGTH
01160          LDY #$00
01170 CONVERT  LDA (STRING),Y
01180          EOR #$80
01190          STA (STRING),Y
01200          INY
01210          CPY LENGTH
01220          BNE CONVERT
01230 DONE     RTS
```

850 INTERFACE PORT TESTING

By BUZZ KELLEY, MACC

(Reprinted from Nybbles & Bytes, July 1987)

Determining if the 850 is fully functional is not as easy as plugging in a modem or a printer and seeing if these devices work. Here we need a connector made from an old joystick, or a plug (a DB9 male) obtained locally from Radio Shack, or someone's parts bin.

Connect pins 3 & 4 (according to the diagram) with some wire by soldering or wire wrap methods.

You need to load and run the RS-232C handler as found commonly on Atari DOS 2.0, 2.5, SpartaDos, or TOPDOS diskettes.

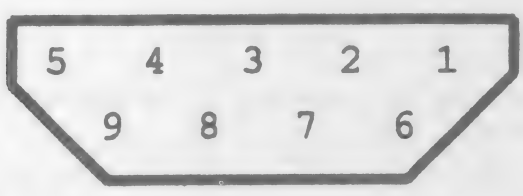
Run the following program to perform the test.

```
100 DIM SEND$(255): REM String to send to tested port
110 DIM RECV$(255):REM String to get from tested port
120 DIM R$(1), PRT$(10): REM Port number to test
130 PRINT CHR$(125): REM Clear screen
140 PRINT:PRINT:PRINT "BAUD RATE":INPUT PBS:REM Set according
    to BPS Selection Table
150 PRINT:PRINT "R: PORT NUMBER TO TEST ";:INPUT R$:
    REM R:Port Number - Use 1,2,3, or 4
160 PRT$=CHR$(34);"R" :PRT$(LEN(PRT$)+1)=R$:
    PRT$(LEN(PRT$)+1)=":";CHR$(34)
170 XIO 36,#2,BPS,0,PRT$:REM Configures 850 for our use
180 OPEN #2,13,0,PRT$: REM Opens 850 Port that we'll be using
190 XIO 40,#2,0,0,PRT$:REM Closes 850 Configuration Mode
200 PRINT:PRINT "ENTER TEST DATA TO SEND: ";:INPUT SEND$
210 PRINT #2;SEND$:REM Sends data string to port for testing
220 INPUT #2;RECV$:REM Gets data string back from the port
230 PRINT:PRINT RECV$:REM Shows you what came back
240 IF RECV$() THEN PRINT:PRINT "ERROR CONDITION ON PORT #";
    R$;"GOTO 260
250 IF RECV$=SEND$ THEN PRINT:
    PRINT "PORT UNDER TEST PASSES THIS TEST"
260 CLOSE #2:END:REM Type (RUN) to do again
```

BPS SELECTION TABLE

*PBS	TRANSMISSION RATE	*PBS	TRANSMISSION RATE
(* Use PBS to set BAUD RATE in line 140 of test program)			
0	300 Bits Per Second	8	300 Bits Per Second
1	45.5 BPS	9	600 BPS
2	50 BPS	10	1200 BPS
3	56.875 BPS	11	1800 BPS
4	75 BPS	12	2400 BPS
5	110 BPS	13	4800 BPS
6	134.5 BPS	14	9600 BPS
7	150 BPS	15	9600 BPS

Diagram of the R: socket as you see it on the 850 Interface.



****

USING THE TURBO BASIC COMPILER

BY Don Lebow [70717,720]

(Reprinted from ZMAG #61, July 10th, 1987)

The Turbo Basic Compiler can be used to compile programs in both Turbo Basic and regular Atari Basic. Doing so will yield a sometimes startling (and sometimes not so startling) increase in speed. Like Turbo Basic itself, the compiler (and compiled programs) can only be run on an XL/XE. Also like TB, it is NOT compatible with Spartados.

REQUIRED!

You need two files to use the compiler. Both are in the Utilities section of CompuServes' Atari8 SIG or on your local BBS system. COMPIL.OBJ is the actual compiler (and a BIG thanks to Warren Lieuallen for the translation job!!!). RNTIME.OBJ is the companion 'runtime' package. *(Ed., PSAN users groups also have complete Turbo Basic disks in their libraries. On these disks, the two files are named: COMPILER.COM and RUNTIME.COM, respectively.)*

COMPILING PROGRAMS

Load COMPIL.OBJ from the DOS menu, with an (L) binary load command. On the first screen, type the number of the drive containing your target program. (I usually have that on D8: for speed.) You'll then see a directory of the files on that disk. Use your cursor keys to highlight the 'target' file, then hit RETURN. As the compilation proceeds, you'll see the line numbers at the top of the screen. If no errors occur (see below), the program will then ask you for a filename for the new compiled program. An extender of .CTB (for Compiled Turbo Basic) is mandatory (see AUTORUN.CTB, below), as is a SAVE to D1:. Put the disk that'll hold your program in D1; type the name; then hit RETURN. That's all there is to it!

COMPILE ERRORS

Like most Atari compilers, this one can be fussy. It will NOT compile an END statement (odd, huh?) Use STOP instead. It will also balk at compiling a FOR that has more than one NEXT attached, like so:

```
10 FOR X=1 TO 12:GET #1,BYTE
20 IF BYTE<32 THEN NEXT X
30 ? CHR$(BYTE)
40 NEXT X
```

If you get an error message, you'll need to go back to your original Basic program and try to fix the offending code. In the above example, you would change line 20 to:

```
20 IF BYTE<32 THEN 40
```

RUNNING PROGRAMS

Your new .CTB program is (NOT) true machine language; it's 'pseudo code'. THAT means you must have a 'runtime' program to handle the final translation. This is RNTIME.OBJ. Compiled programs won't run without it. You can use it in either of 2 ways:

FROM DOS: Use the (L) command to LOAD RNTIME.OBJ.

FROM DISK: Copy RNTIME.OBJ to a disk containing DOS files and rename it AUTORUN.SYS, which allows it to boot automatically.

(Continued at bottom of page 21)

An Open Letter To CONSUMER REPORTS MAGAZINE

Opinion by Randy Lewis, S*P*A*C*E

When, in the name of consumerism, are you going to evaluate computers with a fraction of the detail you devote to disposable diapers?

I know there are some staunch Consumer Reports defenders amongst Atari computer users. I have read the defenses of your words when other computer users have dared to suggest you might have made a mistake. I will press on nonetheless because I feel there is a point to be made.

By way of justification for these comments, I have been a subscriber to Consumer Reports since before there was an Atari. I trust that you try as mightily as any journalist to be objective. Your biases do come through, and I have always smiled at your repeated pronouncements that you are objective. No human can be so pure, but I believe you try as hard as you can.

My first complaint with your computer coverage was that it began so late. Your first series on home computers appeared years after the first home computers. You seem mystified by this new gadget and unsure of how to evaluate it.

When you did get around to evaluating computers, you relegated the Atari to the category of "a little something for the kids." I accepted that slight without comment. Later, you were wise enough to review the Atari and Commodore models as entities unto themselves and not by how the compared to the IBM-PC. I was pleased that you concluded, as I had some months earlier, that the Atari computer with AtariWriter was a great home computer value.

As the home computer slump began, your coverage of computers slumped too. With the announcement of the Atari ST and Commodore Amiga, you told us how you had bought each computer but couldn't find any software for them. As months went by, I kept waiting for you to discover the scores of programs that were even then available for the ST. But you didn't.

It was some months later that you finally gave a tiny review to the ST and Amiga. You did find much to praise about these new models and "leaned slightly" to the Atari.

That's been it. Except for a review of computer printers, you have apparently concluded that social issues are now "in" among your readers, and that such things as computers are passe.

But now you've gone too far. In the August issue we are treated to your review- in more detail than the ST or Amiga- of the Magnavox Videowriter. A fine product in its own right, your coverage of this highly specialized product proves that you have not been ignoring computers because they appeal to a specialized audience.

But your recommendations are astounding. A magazine that loves to boost high quality-low cost products recommends that its readers spend $1200 on an IBM-PC clone and extras as an alternative to the Videowriter.

Good grief! For the price of the Videowriter ($800 list), you could easily buy an Atari 520ST, a printer of better quality, and several software programs. For the $1200 you recommend as an alternate package, you can by a color 1040ST, software and high quality printer. You could even by an Amiga (sort of).

To add insult to injury, the same issue contains a software survey. But only for those poor shmoes who have IBM and compatibles. I assume this means we will soon be treated to a review of software for IBM. I hope you will at least mention that many of the programs in your list are also available for the Atari and Amiga.

I continue to live in hope that the nation's top consumer product review magazine will come to its senses and realize that there is computer life beyond IBM and Apple and that many of us consumers choose not to spend for those "famous maker" names and have found superior machines at far lower prices. Our accompliishment is one that should make you proud.

****

RUNNING ATARIWRITER PLUS WITH SPARTADOS ON AN 800XL

By Milt Ingram, Portland Atari Club

(From the Portland Atari Club Newsletter, July/August 1987)

AtariWriter Plus is great, BUT...

Every time I use it I have unkind thoughts about the people at Atari who seem to be determined to prevent me from using some of the features I like best about my 800XL. These include a 256K expanded memory and U.S. Doubler equipped 1050 drives used with the SpartaDos operating system. I could have a 128K ramdisk to allow rapid switching between several files. I could use double density for added file capacity and time/date stamping of files, using the R-TIME 8 cartridge or the SpartaDos Clock.

Unfortunately, none of this seemed possible because of the way AtariWriter Plus was supplied on a copy protected "boot" disk. Then, along came the article by Carolyn Hoglin in the July ANTIC magazine, explaining how she adapted the program to run with TOPDOS. I determined that I would do the same for SpartaDos and include the ramdisk and time and date stamped files. I chose not to alter the original AtariWriter Plus disk, but came up with a method which uses a batch file to perform the entire boot operation. A disk swap is necessary, but everything else is automatic.

Here's how it can be done. First, initialize a SpartaDos disk using X32D.DOS (SpartaDos version 3.2), and copy the SpartaDos files RD.COM and TDLINE.COM to it. Then, onto this same disk copy the AUTORUN.SYS file from the AtariWriter Plus disk and rename it WRITE.COM. Finally, create the folowing STARTUP.BAT (batch) file:

```
TDLINE
RD D3: /E
COPY WRITE.COM D3:
;
;REMOVE BOOT DISK AND INSERT
;ATARIWRITER+ DISK IN DRIVE 1
;
PAUSE
TD OFF
BASIC OFF
D3:WRITE
```

When this disk is booted it performs the following operations:

TDLINE - sets a time and date clock from the R-TIME 8 cartridge. If you don't have the R-TIME 8 cartridge, use the

(Continued on next page)

TIME and DATE commands to initialize the clock and calendar.

RD D3: /E - sets up and formats a ramdisk in the top 128K of memory. Note that this leaves 128K available to run the 130XE version of AtariWriter Plus.

COPY WRITE.COM D3: - copies the program WRITE.COM (the autorun.sys loader program from the AtariWriter Plus disk) to the ramdisk (D3:).

The next two lines are a prompt to replace the boot disk with the AtariWriter Plus disk. PAUSE - prints a prompt to "PRESS ANY KEY TO CONTINUE" after swapping disks.

TD OFF - turns off the screen display of time and date, but leaves the internal clock active to time/date stamp disk files.

BASIC OFF - turns off BASIC. Don't have to hold down OPTION key during boot.

D3:WRITE - loads and runs the loader program from ramdisk. It then loads AtariWriter Plus from Drive 1.

PLOAD and SAVE will now work with either single density or double density disks. Double density disks will need to be formatted ahead of time.

The built-in FORMAT command works from the DUP.SYS file on the disk and produces only DOS 2 format. (This will still work, as SpartaDos can read most Atari formats. You just lose the extra capacity.) Also, the INDEX command will show the disk directory in DOS 2 format, without the time and date.

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(Using The Turbo BASIC Compiler - continued)

AUTORUN.CTB

RNTIME has an 'autorun' feature. When it runs, it will look for 'AUTORUN.CTB' on D1. If found, this file will automatically load and run. If NOT found, an error message will be displayed (FEHLER 9), along with a short menu. [Dos Run (again) Load]. At this prompt, press L, then type in the name of your compiled program.

So, to construct a complete 'boot' disk, you should have on the same disk:

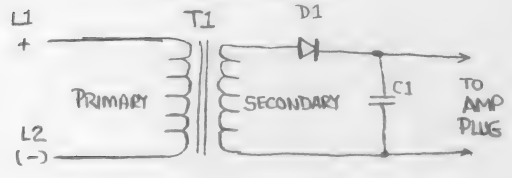
Dos files (DOS.SYS, DUP.SYS)
AUTORUN.SYS (RNTIME.OBJ)
AUTORUN.CTB (compiled program)

Hint: here's the TB '1 liner' that I use (compiled) as AUTORUN.CTB on my 'compiled programs' disk.:

```
10 CLS:DIR "D1:*.CTB":STOP
```

****

Figure 1



EASY TO BUILD

PHONE AMPLIFIER MONITOR

By Kit Carson, S*P*A*C*E

Here is a useful project that was given to me by a stranger I met at a Radio Shack store. It's origin is lost in the mists of time.

The main component of this amplifier is a doorbell transformer which should be readily available at any hardware store. When I purchased mine I had two choices as to the output voltage ratings. I chose the one suggested which was 10V, 5W.

Let me define a few terms before I go on. The input or primary side of the doorbell transformer will be the side marked 110V. The output or secondary will be marked 10V, 5W or something similar. L1 and L2 are screw terminals inside most phones. L1 is positive (+) and L2 is negative (-). There is normally 5V d.c. between L1 & L2.

Most circuits I have seen ask you to build an amplifier. This one is easier. The output of the transformer (load side), can be connected to any amplifier that has a microphone input. It doesn't seem to matter which wire goes to which on the amplifier plug.

I had an old portable tape recorder that I was able to take the little amplifier board out of and use. If you use a good recorder, you will need to act as if you are recording in order to hear anything. You can use a tape recorder that has a monitor switch for the speaker or you can listen to the sound through the earphone jack. Also there are home stereo amplifiers and recorders that can be used. An individual should be able to find an appropriate amplifier inexpensively and without great difficulty.

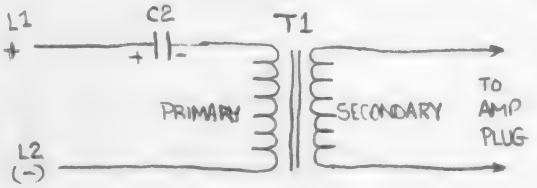
The original diagram (shown in Figure 1), called for a diode such as Radio Shack 276-1141. The diode goes on the 10V side (secondary) of the transformer. The banded end of the diode goes away from the transformer. Put the diode on the end of one of the transformer leads (in series). A 100uf non-polarized capacitor goes from the banded end of the diode to the other wire coming from the secondary of the transformer.

My method was to use just a polarized capacitor instead of both a diode and a cap. I put the cap. on the primary (line) side of the transformer. The polarized cap. (C2) has to handle at least 100 volts since when the bell rings there is 90 volts d.c. on the line. The negative (-) side of the capacitor goes toward the transformer. If C2 is connected backwards the sound will still be noisy.

The capacitor used in Figure 2 and the diode used in Figure 1 are there to keep the voltage from feeding back to your amplifier.

Whichever circuit you try, I'm sure you'll find it quite handy.

Figure 2



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PIO CONTROLLER

A You-Build-It Parallel Bus Interface For XL/XE Computers.

By Bob Woolley [75126,3446]
(Downloaded from CompuServe by BRACE staffers)

This is a Parallel Bus hardware project that allows you to write your own handlers. It uses the PIO hardware in the XL/XE machines and the RAM under the OS ROM to intercept SIO calls, interrupts and RESET so you can do your own thing with them. A ramdisk handler and a coldstart switch are included. 256K is required for the ramdisks, but the controller itself is entirely external.

This file originated in the Atari8 section of CompuServe. It may be freely copied and distributed as long as this notice is included. REW

Zzzzt..... zzzzzzzttttt... zzzt..... zzzzt.

What the heck are those kids doing on Robert's computer?

Zzzzzzzttttt.... zzztt..... zzzzzzzzzzzt..... zzzztt!

Taking pity on the poor 1050, I venture down from the attic with visions of all those little plastic pieces self-destructing inside the drive. These machines only get so many seeks in them, then it's move into room 144 for the duration.

Hmmmmm. Leather Goddess of Phobos! Seems that someone actually read a review in the Journal! I suppose that this sudden interest comes with the fuzz on the upper lip and feet that are too big. Mrs. Pacman is relegated to the cartridge case - Strip Poker and LGOP are the hot items now!! The boys will survive this phase, I suppose, but judging from all the seeks that poor old 1050 has to do, it may never see the other side of 14. Every time Mark enters a command, the program goes to the drive!! I either have to ruin their fun or find a better way.....

The answer is to run from ramdisk, of course. Since I have a very trick piece from ICD, it should be easy. Take out the old MIO and plug it into Robert's 800XL. I know from experience that the 256K upgrade in his computer will not run most games since you have to have a handler in there someplace. With the MIO and it's built-in PIO handler, it is a piece of cake. Sector copy side two (the side you run the game from) onto the MIO ramdisk, boot from side one in the 1050 and swap D1: and D2: with a SELECT/RESET.....

Guess what?? It doesn't work! 256K in the 800XL, 256K in the MIO and I have to run to the 1050 for every entry!!! What a drag!! It seems that the program will not take being RESET. You have to switch disks when it asks for side two without disturbing any part of the memory. @*&!%$* If I just had some way to vector the I/O externally - with a switch or something. (oh, boy! He's gonna take the thing all apart and hack in a bunch of wires and stuff...) Maybe I can adapt the PIO controller that I'm working on in the attic?... Take a Supra MicroPort, add a couple of ICs, a switch or two, and write a little handler..... Voila!! A programmable, switch - selectable, PIO controller!!

Takes four ICs and a Supra MicroPort XL. It uses the memory under the ROM at location $D800 - $D8FF. You load any PIO code you like in there and run your program. It could be used as a printer buffer, a screen dump routine, I/O indirection, ramdisk, or anything that uses interrupts, RESET or SIO. The OS traps all three operations thru the PIO code. I used the RESET vector to provide a FREEZER (cold-start) function and the SIO vector to run two 96K ramdisks. Two switches select which ramdisk (if any) will respond to D1:.

Downstairs to the Den of Phobos.... Sector copy side one to RD1 and side two to RD2. Set D1: as RD1 and cold start using the new PIO function. Up comes the screen asking for side two..... Set RD2 as D1: and hit RETURN..... off they go into the cosmic clashes - no disk access at all! As an added bonus, the 1050 is set to D2: whenever a ramdisk is selected as D1:, so it is used for SAVE and RESTORE. Works great!!! I can finally use all this memory on programs not designed for ramdisks!

This is great for Robert and Mark, but how about something like Print Shop?? Well..... Sector copy side one to RD1 (some sectors will not copy due to the copy protection - not to worry, copy what you can). Then sector copy side two to RD2. Now, you must boot the original disk (the one you paid for... the one Broderbund sold you.... somebody pays for every copy, pal....) in the 1050. At the first screen, switch RD1 as D1:. The rest of the program will run from the ramdisk - switch in RD2 when required. Works just fine!!

So, how do we build this thing?

You need (Parts List):

1 - Supra MicroPortXL (They were selling them for $25 at the Santa Clara Atari Expo.)
1 - 74HC245 IC
1 - 74HC74 IC
1 - 74HC10 IC
1 - 74HC04 IC
3 - miniature switches that suit you
8 - 10K 1/4wt resistors

Assemble the Supra board power supply and 74LS688 decoder. note: do not install the 6520 PIA chip for this project. Mount sockets for the other four ICs and the three switches in the breadboard area of the card. Mark the components as:

IC1 - 74LS688	Part of MicroPort
IC2 - 74HC04	Inverter
IC3 - 74HC10	NOR
IC4 - 74HC74	Dual D Latch
IC5 - 74HC245	Buffer
IC6 - 6520	PIA - Even though not installed, I used this site as solder pads.

I am going to try to lay this out by giving you the wiring nets for each of the new ICs. That should be sufficient to duplicate the circuit.

NOTE: switches are wired: IC ---- sw n/o ---- +5v

IC5 -----

pin 1 - ground (gnd)
pin 2 - pin 2 of IC4 - pin 33 of IC6
pin 3 - pin 32 of IC6
pin 4 - pin 31 of IC6
pin 5 - pin 30 of IC6
pin 6 - pin 29 of IC6
pin 7 - pin 28 of IC6
pin 8 - pin 27 of IC6

pin 9 - pin 26 of IC6
pin 10 - gnd
pin 11 - 10K to gnd and COLDSTART n/o to +5v.
pin 12 - 10K to gnd
pin 13 - 10K to gnd Note: Additional switches
pin 14 - 10K to gnd could be wired to pins
pin 15 - 10K to gnd 12 thru 16
pin 16 - 10K to gnd
pin 17 - 10K to gnd and RD2 n/o to +5v.
pin 18 - 10K to gnd and RD1 n/o to +5v.
pin 19 - pin 6 of IC3
pin 20 - +5v

IC4 -----
pin 1 - pin 34 of IC6
pin 2 - pin 33 of IC6 - pin 2 of IC5
pin 3 - pin 12 of IC3
pin 4 - +5v
pin 5 - n/c
pin 6 - pin 43 of the PIO buss connector
pin 7 - gnd
pin 8,9,10,11,12,13 - n/c
pin 14 - +5v

IC3 -----
pin 1 - pin 4 of IC3 - pin 25 of IC6
pin 2 - pin 3 of IC3 - pin 4 of IC2
pin 3 - pin 2 of IC3 - pin 4 of IC2
pin 4 - pin 1 of IC3 - pin 25 of IC6
pin 5 - pin 1 of IC2 - pin 21 of IC6
pin 6 - pin 19 of IC5
pin 7 - gnd
pin 8,9,10,11 - n/c
pin 12 - pin 3 of IC4
pin 13 - pin 2 of IC2
pin 14 - +5v

IC2 -----
pin 1 - pin 5 of IC3 - pin 21 of IC6
pin 2 - pin 13 of IC3
pin 3 - pin 19 of IC1
pin 4 - pin 2+3 of IC3
pin 5,6 - n/c
pin 7 - gnd
pin 8,9,10,11,12,13 - n/c
pin 14 - +5v

Plug the MicroPort into the connector on the back of your 800XL and load the PIO code. When you hit RESET, the controller will be enabled on the PIO buss. Hold the COLDSTART switch down when you RESET, count to 3 after you release RESET and let go of COLDSTART. The system should go to the diagnostic (? -- that's a diagnostic??) screen. From there, you will coldstart when you hit RESET. Hold OPTION down at this point if you don't want Basic.

The operation of the other two switches is programmed to enable 96K of Rambo memory as a ramdisk that responds to SIO requests to D1:. When either ramdisk bank is enabled, the 1050 drive numbers are bumped by 1 - that is, a drive addressed as D1: on the SIO buss will answer a SIO call to D2:. YOU can program it any way you want - you don't need an EPROM burner for this guy! In fact, there is no memory in the extra hardware at all.

If you would like to be able to select more options on your unit, add switches to pins 12 thru 16 of IC5. The COLDSTART switch will LDA from $D1xx as an $80. RD1 reads as $01. I leave the other values as an exercise to the programmer. If you really have a problem with this device, leave me [75126,3446] a message on CompuServe in the Atari8 SIG - no E-Mail, please, OK?

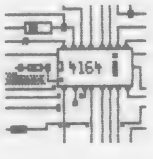
For those of you with an XL without the 256K upgrade -- there is a version of this project that has up to 256K of battery retained memory up in my attic... somewhere.....Probably near the 1200XL version..... someplace.....

(Here is the MAC65 source code of ramdisk and coldstart handler for this project. Ed.) It does not show loader that puts the code under the OS ROM at $D800.

```
0100 ;SD RAMDISK CODE 6-28-87
0110 ;BOB WOOLLEY [75126,3446]
0120 ;
0130 SAV301 = $31
0140 SRCELO = $32
0150 SRCEHI = $33
0160 DESTLO = $34
0170 DESTHI = $35
0180 DSTCTL = $37
0190 SRCCTL = $36
0200 DVSTAT = $02EA
0210 SDEVIC = $0300
0220 SBUNIT = $0301
0230 DCOMND = $0302
0240 DSTATS = $0303
0250 DBUFLO = $0304
0260 DBUFHI = $0305
0270 DBYTLO = $0308
0280 DBYTHI = $0309
0290 DAUX1 = $030A
0300 DAUX2 = $030B
0310 COLDSTART = $E477
0320 SWVALU = $D1F0
0330 ;
0350     *=  $D800
0360     .BYTE $00,$00,$00
0370     .BYTE $80   ;$D803
0380     .BYTE $00
0390     JMP SIOVEC  ;$D805
0400     JMP IRPVEC  ;$D808
0410     .BYTE $91   ;$D80B
0420     .BYTE $00,$00,$00,$00
0430     .BYTE $00,$00,$00,$00
0440     .BYTE $00,$00,$00,$00
0450     .BYTE $00
0460 ;
0470 ;$D819 - INIT VECTOR
0480     LDA SWVALU  ;CHK COLDSTART
0490     AND #$80
0500     BNE WARMSTART
0510 WAITUP LDA SWVALU
0520     AND #$80
0530     BNE WAITUP
0540     JMP COLDSTART
0550 WARMSTART LDA #$01
0560     STA $0247   ;SET DEV BIT
0570     RTS
0580 ;
0590 IRPVEC RTS
0600 ;
0610 PDEVIC .BYTE $31
0620 MAXLO .BYTE $D0
0630 MAXHI .BYTE $02
0640 ;
0650 SIOVEC LDA SDEVIC
0660     CMP PDEVIC
0670     BNE SERBUS
0680     LDA SWVALU
0690     AND #$03
0700     BNE D1RAM
0710 ;
0720     LDA SBUNIT
```

```
0730     CMP #$02
0740     BNE SERBUS
0750     BEQ RAMDSK
0760 ;
0770 D1RAM LDA SBUNIT
0780     CMP #$01
0790     BEQ RAMDSK
0800     INC SBUNIT
0810 ;
0820 SERBUS CLC      ;NOT FOR PIO
0830     RTS         ;BACK TO OS
0840 ;
0850 RAMDSK LDA DCOMND
0860     CMP #$53
0870     BEQ STATUS
0880     CMP #$21
0890     BNE RDWRT
0900 ;
0910     LDA DBUFLO
0920     STA SRCELO
0930     LDA DBUFHI
0940     STA SRCEHI
0950     LDA #$FF
0960     LDY #$00
0970     STA (SRCELO),Y
0980     INY
0990     STA (SRCELO),Y
1000 STATUS LDA #$00
1010     STA DVSTAT
1020     STA DBYTLO
1030     STA DBYTHI
1040 ;
1050 DONE LDA #$01
1060 RETURN STA DSTATS
1070     TAY
1080     SEC
1090     RTS
1100 ;
1110 CMDREJ LDA #$01
1120     STA DVSTAT
1130     LDA #$8B
1140     BNE RETURN
1150 ;
1160 RDWRT CMP #$52
1170     BEQ SETREGS
1180     CMP #$57
1190     BEQ SETREGS
1200     CMP #$50
1210     BNE CMDREJ
1220 ;
1230 SETREGS LDA DAUX1 ;SECTOR # -1
1240     SEC
1250     SBC #$01
1260     TAX         ;X HOLDS SECLO
1270     LDA DAUX2
1280     SBC #$00
1290     TAY         ;Y HOLDS SECHI
1300     CMP MAXHI
1310     BCC SIZEOK
1320     BNE CMDREJ
1330     TXA         ;SECHI=MAXHI
1340     CMP MAXLO   ;SO, CMP MAXLO
1350     BCS CMDREJ
1360 ;
1370 SIZEOK LDA SWVALU ;WHICH RAMDSK?
1380     AND #$02
1390     BEQ SETCTL
1400     CLC
1410     TYA         ;BUMP SECTOR HI
1420     ADC #$03    ;BY $300
1430     TAY
1440 SETCTL TXA      ;GET SECLO
1450     ROL A
1460     TYA         ;GET SECHI
1470     ROL A
1480     TAY
1490     TXA         ;GET SECLO
1500     ROR A
1510     AND #$3F
1520     ORA #$40    ;POINT TO $4000
1530     STA SRCEHI
1540     STA DESTHI
1550     LDA #$00
1560     ROR A
1570     STA SRCELO
1580     STA DESTLO
1590 ;
1600     LDA $D301
1610     STA SAV301  ;SAVE FOR AFTER
1620     AND ANDBYT  ;ZERO SEL BITS
1630     ORA ORLIST,Y ;SET SEL BITS
1640     STA SRCCTL
1650     STA DSTCTL
1660 ;
1670     JSR SETDIR
1680 ;
1690     LDY #$00
1700     LDX DSTCTL
1710 MOVDAT LDA SRCCTL
1720     STA $D301
1730     LDA (SRCELO),Y
1740     STX $D301
1750     STA (DESTLO),Y
1760     INY
1770     BPL MOVDAT
1780     LDA SAV301
1790     STA $D301
1800     JMP DONE
1810 ;
1820 SETDIR LDA DCOMND
1830     CMP #$52
1840     BEQ RDCMD
1850     LDA DBUFLO
1860     STA SRCELO
1870     LDA DBUFHI
1880     STA SRCEHI
1890     LDA $D301
1900     STA SRCCTL
1910     RTS
1920 ;
1930 RDCMD LDA DBUFLO
1940     STA DESTLO
1950     LDA DBUFHI
1960     STA DESTHI
1970     LDA $D301
1980     STA DSTCTL
1990     RTS
2000 ;
2010 ;ICD RAMBO
2020 ANDBYT .BYTE $83
2030 ORLIST .BYTE $20,$24,$28,$2C
2040     .BYTE $40,$44,$48,$4C
2050     .BYTE $60,$64,$68,$6C
2060     .BYTE $00,$04,$08,$0C
2070 ;
2080     .END
```

****



800 CARTRIDGE EMULATOR FOR THE ST

By Dale Mellott and Dick Basso
(Excerpted from SPACE PROBES, July 1987)

We just witnessed another of the marvels of what young minds can do if the challenge is worthwhile.

A young, gifted programmer, Steve Jones, like Darek Mihocka *("ST TRANSFORMER", Ed.)*, has his own ideas about the capability of 8 and 16 bit computers and how to get the most out of them. Steve has been a software engineer for about eleven years and has his own small software company, "Jonesware".

Using a 520ST, Steve soon had a familiar screen displayed that we have often seen on the 8-bit. However, it was much sharper as it was displayed on a SC1224 color monitor. The first program that he demonstrated was the Assembler Editor and the performance was just like the 8-bit computer. He did various graphic and text editor demo's using the Assembler Editor program. He then switched to BASIC and demonstrated various programming techniques that you would normally see on an 8-bit computer. He next loaded SMARTDOS RAMD and from there proceeded to run the MAGIC LANTERN program and loaded various pictures that you see on the 8-bit computer. A picture on the 8-bit loads in 45 seconds. Loading by the emulator into the ST takes about 120 seconds. Planned improvements will eventually reduce this time to 60-70 seconds. Steve then loaded QUICKLOADER and the selection menu of games appeared just like you would see it on your 8-bit computer.

Work on the 8-bit Cartridge Emulator was begun in late April. At the present time, it still lacks the capability of doing either player missile graphics or sound. Development is continuing to speed up the emulator by using optimizing routines to allow more efficient time sharing of the various computer components to improve the processing time. The present speed of operation is estimated to be 70 percent of the normal 8-bit machines. All SIO operations are 110 percent of the normal 8-bit computer. The emulator is Axalon compatible and is able to utilize the extra memory of the ST. Printer and modem capability are supported either through 8-bit or 16-bit.

NOW THE FUN PART. Steve then demonstrated a version that emulates a FRANKLIN (APPLE clone) computer. Although we don't know much about Franklins, we were really impressed. A Commodore Emulator is also being developed.

We have personally seen the first version of Darek's emulator run on a 1040ST and have now witnessed Steve's Cartridge Emulator. We can both attest to the fact that the speed of operation for Steve's emulator is much faster.

Steve Jones uses a Cartridge Emulator similiar to the Magic Sac Cartridge made by Data Pacific. Rather than get into problems using proprietary operating system code, Steve's emulator will use the operating system ROMs found in the particular system that is being emulated. The Atari 800 Cartridge Emulator will also have its own cartridge slot for 8-bit (left slot) cartridges. The emulator is expected to be available before Christmas '87. It will cost about $50 without ROMs, but include the necessary software. Other hardware will eventually be available to include special cables to connect 1050 drives or the 850 interface to the RS232 port of the ST. The emulator will also eventually be capable of adapting mouse and MIDI operations.

The Steve Jones emulator will be demonstrated at our next club meeting on July 6, 1987. This demonstration may have more surprises because the sound and player missile features may be ready by that time. AtariWriter and Synfile demos are planned utilizing the extra memory of the ST. A further advantage is that the emulator can work with the 3.5 inch ST disk drive. Thus up to seven 1050 disks of data files can be placed on one 720K double sided 3.5 inch disk.

JONESWARE
PO Box 7037
Mechanicsburg, PA 17055

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COMPUTER QUIZ

Compiled by Big Al, BRACE/S*P*A*C*E/STARBASE

Here is a simple quiz to test your computing position. Answer each one yes or no and compare your answers to the rating at the bottom.

1. Do most of your friends have computers?
2. Do you use your computer everyday?
3. Have you ever forgotten what someone was telling you while you were using a computer?
4. Have you ever eaten a cold dinner or missed dinner because you were computing?
5. Have you ever spent more then you could afford on computer items?
6. Were the last 5 books you read about computers?
7. Have you taken over parts of your house just so the computer has enough room to work in?
8. Have you ever lost sleep because you were using the computer?
9. Are most of the gifts you recieve related to computers?
10. Have you ever lied to get out of doing something so there more time to compute?

This highly unscienific test was designed to be funny so don't be too worried if it did not make much sense. The results show if you answered yes to 5 or less questions, you are either still normal or you just brought the system last week. Between 5 to 8 yes's mean you should look for treatment of your addiction. Nine or 10 positive responses and you are hooked just like the rest of us and you might as well make the best of it. We need to stick together and try to get others to join the ranks of the Atari fanatic.

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Club News

Participating Puget Sound Area Users Groups

B.R.A.C.E.

Bellevue Redmond ATARI Computer Enthusiasts

PRESIDENT	Jim Yee	643-9697
VICE PRESIDENT	Richard Coate	547-0460
CO-EDITORS:	Max Pinton	455-3548
	Wally Wong	641-1866
TREASURER	Joe Asaif	746-0737
SECRETARY	Gary Skelton	454-7488
BBS SYSOP	Everett Tsang	

Meets: 2nd and 4th Mondays of the month at 7:00 PM at the Lake Hills Library, 15228 Lake Hills Blvd, Bellevue, WA.
Mail: P.O. Box 70097, Bellevue, WA 98007.
BBS: BRACE BBS - Coming soon!
Dues: $15 per year.

BRACE MEETING MINUTES

Submitted by Gary Skelton, Secretary

BRACE May 26th Meeting

The meeting was held on Tuesday, May 26, due to Memorial Day holiday falling on Monday, our usuall meeting day.. An effort was put forth by some of the officers to contact all the members to inform them of the date change. The meeting was conducted by Vice-President Rich Coate in Jim Yee's absence. Rich gave a very positive report on the success of TREK 87 and the possible outcome for BRACE.

Rich demo'd the Alladin Disk publication for the group. Alladin disk magazine comes both in an 8 bit version and a 16 bit version. As the evening was all demos Joe Mraz showed some of the Portland Atari club disk that were traded between our libraries. One of particular note was an education disk that will make an excellent addition to our library. The evening was closed out with more demos.

BRACE June 8th Meeting

President Jim Yee opened the meeting with a brief summmation of the Atari booth and products at the Chicago Consumer Electronics Show that he had recently attended. There was much more presentation of the Atari PC and the new configured game-computer XE machine. Rich Coate announced a contest for a new membership card that will be announced at the second meeting in July.

In a formal resolution Rich Coate motioned and Gary Skelton seconded that BRACE purchase a 16 bit St machine for club use with the proceeds from our share of the TREK 87 funds. A call for discussion was asked and there were none. The resolution was passed by the majority. Another resolution was passed that the 16 bit librarian would be responsible for the new machine and that Rich Coate would be responsible for assisting in the choice for the position.

Vic Albino gave a short talk on TREK 87 and informed the group that it was being formally unincorporated and that it had been much more successful than anticipated. Gary Skelton proposed that BRACE itself be incorporated. This will be looked into for the near future. Al Cummings announced that Precision Electronics in Redmond will have a labor-free hardware upgrade (cost of parts only), on July 18. A signup sheet went around for this. For the 16 bit demo Jim Yee demo'd Gold Runner.

KC-Ace's

Kitsap County ATARI Computer Enthusiasts

TEMP. PRESIDENT	Bill Penner	(206) 373-4840
SECT'Y/TREASURER	Mack Burns	" 437-2751
EDITOR	Darren Tonnessen	" 842-3992
8-Bit LIBRARIAN	Wayne Boivin	" 674-2140

Meets: The 2nd Wednesday of the month at 7:00 PM at the Westpark Lanes, near Autocenter Way. (Note: Meeting site may change in September! Look for announcements or check with any officer.)
Mail: P.O. Box 2333, Bremerton, WA 98310.
Dues: $15 per year. Size: 75+ members.

LETTER FROM THE PREZ

Well, something happened last month and my newsletter article did not make it. Oh well, small problem. Well not much to report, since not much is going on. Being the middle of summer, everyone is outside instead of playing with their toys.

Sometime in September we will be having a potluck picnic. The place has not been set yet, but it will be soon. I would like to thank all of the help that we received from Les Theisen and John Fernandez. Both of these people are (or have) left the area to bigger and better (?) things. Thanks for all of the support over the last year or two.

I would like to say congratulations to a recognized computer wiz. Recently Darren (our newsletter editor) entered a programming contest at the Naval Undersea Warfare Engineering Station (where I work). The contest was open to teams of programmers from several local high schools. They were required to solve programming problems on an IBM (nothing's perfect). Darren's team came in first. Another member, Burley Kawasaki, was on the third place team. It is nice to see people from our club doing so well in local programming competition. Congratulations!

Well, that's about all I have time for now. Gotta get back to the projects, so that maybe I can get something out to market. Good luck and happy hacking!

Bill Penner (Prez)

KC-ACE's JULY MEETING MINUTES

By Darren Tonnessen

Our first meeting at Westpark Lanes was opened at 7:37 pm by our president, Bill Penner. There were approx. 16 people in attendance. Our old Treasurer, John Fernandes gave his last report. We have approximately $70 in cash, not including $1202.80 from our portion of the Atari Trek proceeds. 5-1/4" disks are in plenty, and they sell $5 for 10. We now have Sony 1DD 3-1/2" disks for $1.25 each or if you buy 15 you get a free carrying case. A box of 15 is $18.75.

Mack Burns is our new Secretary/Treasurer, and will be in charge of selling disks, and collecting membership fees. It is advised to pay soon so that you do not lapse in getting a newsletter. Everyone is due in September.

Bill was going to demonstrate the New TOS roms, but his computer died. Some software was demonstated, and the meeting ended at 7:55 pm.

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* KC-ACE's MEETING NOTICE!                               *
* Remember: The August meeting will again be at the      *
* WEST PARK LANES in BREMERTON, near Autocenter Way,     *
* at 7:00 PM on August 12th (the 2nd Wednesday).         *
* - - - - - - - - - - - - - - - - - - - - - - - - - - -  *
* Warning: August may be our last meeting here, so       *
* if you don't get word by the next newsletter or        *
* meeting; contact one of the above club officers!       *
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R-Atari

Users Group

PRESIDENT	Thom Lawless	(206) 321-5127
VICE PRESIDENT	Greg Barnes	" 678-6305
SECT./TREASURER	Rich Lyon	" 675-6882
LIBRARIANs:	Eric Koetje	" 675-4326
8-Bit	Randy Nollan	" 679-2216
ST	Alex Ancheta	" 675-7628
EDITOR	Greg Barnes	" 678-6305
ASST. EDITOR	Charles Onley	" 675-0425
SYSOP	Thom Lawless	" 321-5127

Meets: The third Saturday each month at 7:00 PM (6:00 PM setup time) at the YMCA on Pioneer Ave., Oak Harbor, WA.
Mail: P.O. Box 845, Oak Harbor, WA 98277
BBS: THE FREELANDER BBS, (206) 321-5127, 9:00 PM - 8:00 AM.
DUES: $12.00 per year.

FROM THE PRESIDENT
By Thom Lawless

It's going to be a very busy meeting this month. The final judging for our programmers' contest will take place at the August 15th meeting. We will also be incorporating some very important changes into our club's constitution. Be there, your vote counts too!

I will not be doing my usual machine language presentations this month as our agenda for the meeting is quite full. I will continue the presentations in September. I could use a few new ideas on what you would like to see me cover in the next few months.

I'm still waiting to hear more about PSAN becoming a self governing entity. If you have any ideas or comments concerning this please feel free to bring them up at any meeting or to me personally or any other officer at anytime. We will pass on your comments/ideas to the appropriate officers' at PSAN.

PSAN is now soliciting for authors to write bi-monthly columns in your own area of expertise. Be it software reviews, hardware modifications, or programming in your favorite computer language. Interested? Contact Jim Chapman of S*P*A*C*E or any officer of our club for further details.

The stocking of PSAN newsletters at IsleTech will also come up this month as this is the end of our trial period with them. Rich Pratt, (the owner), has asked us to double his quota (we have), and to continue stocking the PSAN at his store. We'll discuss this further at the meeting. Again comments/ideas are being solicited for this pending action.

I have one last comment for those folks who are thinking about becoming members of any Atari Club, come on down to the meetings and check them out. You won't know if you like it unless you try it! Well, that's about all I have for this month in this column. See you at the meeting...

Thom

SECRETARY/TREASURER'S REPORT
By Rich Lyon

We continue to gain new members, whose dues and our continued P.D. sales have brought the club balance to a total of $237.34.

On to new business. The May meeting was effectively cancelled due to the popularity of ATARI TREK.

The June meeting was well attended by many of our members. The officers meeting started at 6:30 P.M. and we discussed what we would cover during the general meeting. At 7:00 P.M. the June meeting was called to order by the president.

It was recommended that we amend the constitution to correct areas that have changed. So, in keeping with the bylaws, written copies of the proposed amendments will be available to all members. I gave the Treasurer's report and mentioned that the May meeting had no minutes to cover.

Randy Nollan displayed the new disk bank with the new disks that he will use to start setting up our backup P.D. library. The new club LOGO was also displayed to the group. It looked pretty good.

Alex Ancheta stated that he would shortly have a listing of all the club ST programs. It should be ready for the July meeting.

Thom Lawless stated that the supply of PSAN that we provide to ISLETECH needed to be increased since all of the copies there have been selling out quickly.

Everyone was then reminded that the programmers' contest entries needed to be in for the July meeting for demonstration to the group. After the main meeting Thom provided a short presentation in his continuing series on machine language programming.

Rich

LIBRARIANS' REPORT
By Randy Nollan and Alex Ancheta

We are still very busy working on that auto-boot screen you have been reading so much about in the last few issues of the PSAN. I'm sure everyone will be impressed (once we do complete it).

The disk library has grown even bigger. We have received AMODEM 7.4 from S*P*A*C*E (Thanx Jim). Another new addition is a good game for all you fans of WHEEL OF FORTUNE. This game is better than the game show on T.V. because you are the one spinning the wheel and picking the letters. This one was donated from our very own Club President (Thank You Thom). I have also been informed that we have just received a few disks from our one and only member in California Penny Ormstrom (Thanx Penny). I'll let everyone know what all these disks consist of next month because as of right now I don't even know what's on them. That takes care of the 8-bit additions.

As for the 16-bit library we have about 20 disks worth of all kinds of different programs to add into the library. These will be a part of the library by next month. If you want more information please call Alex, the 16-bit librarian, for program names and copies.

Anyways, disk sales are up from last month. We have sold another $8.00 worth of software. Remember we have blank disks for sale at 50 cents a disk too.

HAPPY COMPUTING ! ! !
Alex and Randy

S*P*A*C*E

Seattle Puget Sound Atari Computer Enthusiasts

PRESIDENT	Jess Lantz	473-2420	Tacoma
VICE-PRESIDENT	Cindy Bowman	248-2238	Seattle
SUB-GROUP PRESIDENT	Bill Grein	848-6439	Puyallup
ST PRESIDENT	Dave Showalter	824-5141	Kent
HARDWARE SIG LDR.	Greg Pringle	------	Tacoma
CORRESPONDING SECT'Y	Dave Bambaloff	584-8375	Tacoma
RECORDING SECT'Y	Cindy Bowman	248-2238	Seattle
TREASURER	Tom Neitzel	473-0187	Tacoma
LIBRARIAN	Jim Chapman	582-4269	Tacoma
ST LIBRARIAN	George Terpening	941-7155	Auburn
MEDIA LIBRARIAN	Blake Herring	564-3265	Tacoma
PROGRAM CHAIRMAN	Rod Dickison	431-9820	Seattle
EDITOR	Chris Carson	565-8189	Tacoma
BBS SYSOPS:	Dave Showalter	824-5141	Kent
	Robert Smith	941-5537	Fed. Way

Main Meeting: 1st Saturday of the month at 6:00 PM at the A.P.P.L.E. Co-Op, 290 SW 43rd St., So. Renton, ph 251-6787.
Tacoma Sub-Group: 2nd Saturday of the month at 10:00 AM at the South End Neighborhood Center, 7802 So. L St., Tacoma, ph 591-5098.
ST SIG: 2nd and 4th Tuesdays of the month at 6:00 PM at Butler's Computer Service, 28717 Pacific Highway So., Federal Way, WA, ph 941-9096.
Hardware SIG: 4th Saturday of the month at 10:00 AM at the South End Neighborhood Center, 7802 So. L St., Tacoma, ph 591-5098.
BBS: S*P*A*C*E, (206) 941-2824, 24hr., 300, 1200, 2400 baud.
Mail: P.O. Box 110576, Tacoma, WA 98411-0576.
Dues: $15 per year. Size: 250+ members.

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* MAIN MEETING NOTICE *
* The AUGUST 1st S*P*A*C*E MAIN MEETING will again *
* feature SPECIAL DOOR PRIZES for both 8-Bit and ST. *
* The prizes will be top quality, new software! YOU *
* MUST BE PRESENT TO WIN! Drawings will be during *
* the mid-meeting business session - about 7:15 PM! *
* Next meeting is SEPTEMBER 5th. ATTENDEE SPECIALS! *
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TREASURER'S REPORT

By Tom Neitzel

We currently have $4,552.51 in the Treasury, thanks to our distribution from Atari Trek'87 of $4,266.40. We also have about $700 in accounts receiveable (1 Happy package plus about $600 in newsletters costs).

Recent acquisitions include a second 520ST CPU only obtained by Dave Showalter at the World of Atari show in June for $195. We also just bought the IB computers dual, DS/DD disk drive kit for the ST. The library has been restocked with 1000 colored 5 1/4" and 400 3 1/2" diskettes and have obtained 2 additional Happy Enhancements to make a total of 4 for library use. Now all we need is two more 1050s for the Enhancements. Anybody got any used equipment?

Please let an officer know if you have anything that you think the club should spend its money on. The board is now leaning toward buying an HP LaserJet II w/ 1 meg memory laser printer for the club's and PSAN's use. The cost will be $2,200 to $2,300. Let us know your thoughts.

LIBRARIAN'S REPORT

by Jim Chapman

Just a few quick notes... We are again selling our public domain disks at Computers+ in Tacoma. Computers+ is stocking the PSAN newsletter, too. Long time member, Cliff Boyce (who also works there), has volunteered to act as our agent. Also, because the club's NEC P-6 printer has been affected by some mysterious malady (it won't work on Atari computers, 8 or 16 bit; but it prints just fine on PCs, and the self-test works ok, too!), Cliff has gratiously allowed us to use his personal NEC P-6 to printout this month's newsletter. Thanks much, Cliff.

George Terpening, the ST Librarian, has enlarged the ST library up thru Disk #53. His vacation trip to Washington D.C. (in late July) may even reap additional items for the Library! George also has updated ST Disks #10, 22, 30, 32 and 38 to Version 2. If you have Version 1 of any of these disks, bring it (them) to any meeting for updating.

Due to the large amount of my time required for newsletter activities and transportation difficulties, I have been unable to properly maintain our disk sales stock at Butler's during the past month. My apologies to any who were inconvienced. This will be corrected by the time you read this.

Also, I'm trying hard to 'get out' new disks to our 8-Bit library. Just received from Jerry Anderson (Librarian of the Portland Atari Club) is an excellent program called CODEBUSTER, a disk/file editor for experienced users. Thom Lawless, R-Atari Club, (again) send us the 'Q' DISK containing all of his XL/XE memory upgrade RAMdisk and other work files. Additionally, we've just sent several exchange disks to the users' group in Wenatchee, WA. And...Bob Banse, our secret agent in Iowa, is working on library exchanges with several Eastern groups, including at least one in the Washington D.C. area.

One last item, in closing; AMODEM 7.5 (Freeware, not PD) is now out on several local BBSs. It will be added to the library soon.

S*P*A*C*E MEETING MINUTES

By Cindy Bowman

June 23rd ST SIG Meeting

We opened this meeting with Carolyn Caine showing a VCR tape of the Atari Show she attended at the Santa Ana Convention Center. The tape shows many of the newer Atari products introduced, such as the Mega ST, Atari PC, Atari Laser Printer, and the IMG picture scanner which sold out quickly at the show. It was quite nice to finally get a little better glimpse of the new Atari products, especially for those who were unable to get to California to see the show. Thank you Carolyn!

Dave Showalter then 'took the stage' to show some of the programs and publications he picked up at the Santa Ana show. He demonstrated a demo from Antic called Ciberscape, and ST Replay, which is a program that records and replays sounds through your computer. You can save your sounds to disk, and it has the oscilloscope (shows waveforms) and spectrum analyzer features.

Dave and Carolyn also mentioned that there was very little 8-bit support at the Santa Ana show, with the exception of a booth showing most of the older Atari computers, whether they be prototype models that never made it to market, or production models. Dave also mentioned that since the club's current ST is being utilized almost exclusively for the newsletter, etc., the club purchased another Atari 520ST keyboard with mouse, which was selling at the show for $199.

Carolyn mentioned that during a discussion on desktop publishing at the show, Leonard Tramiel indicated that the fonts for Fleet Street Publisher and the fonts for Easy Draw were interchangeable, although both developers for the two programs were unaware of that fact. Migraph indicated that

the fonts would have to be a 10 point and 7 point font. Interesting!

Dave then demonstrated a CAD program from Iliad Software, called Athena II. Iliad produced the product, tested it and took it to CSS, a nationwide distributor for all computer dealers. CSS found a dealer to accept several hundred then lost the number for the product in their computer. Iliad's product is somewhere in CSS's warehouse and nobody can order it until they find it! So far Iliad has sold a few in their local area in Orim, Utah.

Athena II has many of the CAD features. It runs in low resolution or high resolution only. Most of the features included are elipses, axis, lines, angles, boxes, circles, vertical and horizontal, point to line, line to line, point and radius, center lines on/off, dimensions, trim, full scale, zoom in/out, fillings, rotate, grids, layers, isometric drawings, and curves. It requires 1 megabyte of ram, and suggests running it with two double sided drives so you don't have to keep switching drives. It is not copy protected so you may set it up on your hard drive.

Next, Dave mentioned he had just acquired a lot of Magic Sac software as well as the newer version of Magic Sac which gets rid of some of the bugs. Also he had alot of GFA Basic programs, both of which will be available in the S*P*A*C*E library in the future.

A trac ball from an old Atari game machine that had been modified to fit an ST system, was demonstrated. Various other questions were polled to the group for anyone's opinion or solution. Also a brief demonstration of the game Shanghai was shown, and the meeting drew to a close.

July 4th MAIN Meeting

Independence Day! There was no main meeting this month. I will resume with the next main meeting on August 1st.

July 14th ST SIG Meeting

The meeting opened with a demonstration of the IBM emulator currently out on the market, called PC Ditto. Dave was using his computer and was having some difficulties. He mentioned that he hasn't determined whether it is the new ROM's in his computer that were the problem or not.

Again, all were reminded of the discount offer available for user group members to receive a subscription to the Current Notes newsletter; we need five more to sign up to start the discounted subscriptions. Dave mentioned that the club was considering the possibility to purchase another subscription or two (we get one now in the exchange program) since not all members see Current Notes.

Dave mentioned his recent trip to Portland and the fact that I.B. Computers was discontinuing their efforts to market their two, double-sided disk drives in one case. It seems that with Atari's release of the Atari 520ST FM which includes a built in double-sided drive, I.B. Computers doesn't see much demand for two double-sided drive units, at least in the Portland area. Since a large part of the cost of the two double-sided drives are the steel case, power supply and cabling. This would not be too price competitive with only one drive, compared to two drives in a single case.

Dave also demonstrated the new TOS which he had installed in his computer. The version he had was the version being shipped to developers. Some differences are the fact that you can now hold down the mouse button and it will scroll through the menus, turn the blitter on and off (when it is available), displays all printable characters, and the bugs were fixed! One major problem is with developers who did not follow Atari's rules exactly when developing software for the ST. Those programs will probably cause problems when trying to run them with the new ROM's.

Next was a demonstration of an emulator. You can get the source code in the next issue of START magazine. It lets you choose which computer you want to emulate...an Atari 800, Apple II, or Commodore 64.

Other new software products mentioned were Auto Duel for the ST, a VT100 emulator on cartridge, and a VT220 emulator on disk.

George Terpening mentioned that he just received D Basic for the club. The disks and labels are for distribution as long as their labels remain on the disks being distributed. You have access to the total machine and it is very fast; it has its own operating system. A brief look through the disk and a few demos were shown. Details on distribution will be announced soon.

A game was demonstrated and the MS DOS emulator was shown too. Dave read many of the IBM programs that can run from the emulator and Dave offered to print the entire list after the meeting for anyone who wants one.

A question and answer session and the meeting adjourned at about 7:30pm.

HARDWARE SIG NOTES

by Kit Carson

The Hardware SIG will have a new temporary leader (probably Nick Berry). I now have a Saturday job and can't attend. I will continue to offer whatever support I am able to, however. Greg Pringle, the real leader, will be returning to us in September after he finishes some out of state Air Force Reserve obligations.

Don Nelson, with help from members of SPACE (St. Paul, MN), discovered that the 810 disk drive power supply is able to power his Indus disk drive (the original power supply happened to burn up while he was visiting there). Has anyone heard of potential problems with this arrangement?

If you have any tidbits about hardware that you would like to share, contact Nick or I, either directly or through the club bulletin board.

NOTES FROM THE OLD FOLKS HOME

A History of S*P*A*C*E, Part 1

By Jerry Wright

Well, sonny, I remember it like it was yesterday...

Actually, it was a lot further back than yesterday, but return with us now to those days of yesteryear; December of 1980. In some ways, that isn't so long ago. In other ways, it's a different generation.

I'd purchased my Atari 800 (24K of RAM, a 410 Cassette, BASIC, VIDEO EASEL, the Dorsett Educational Cartridge, and of course STAR RAIDERS) for $1080.00 in August. I was still fumbling around with the basic concept of even))HAVING((computer, much less doing something meaningful with it, and I spent much of my free time down at Computers Plus (later Kent Video and Computers, and then Creative Computers) in Kent trying desperately to learn anything I could.

While down at KVAC, I met Mike Potter and Lloyd Ollmann Jr., two hotshot programmers destined to make a big difference in the way I looked at computers and programming. I remember walking into the store and watching Mike struggle with character set modification. I didn't even know that the shapes of letters on the screen were just little patterns that could be changed into whatever shape you want them to be, as long as they were 8 dots by 8 dots. Mike later went on to

work for Crystal Computing, where he single handedly created their Atari line of programs, and then after they stopped paying him, he took the programs he'd been working on over to Synapse, and came out with things like PROTECTOR, NAUTILUS, and other game type programs.

Lloyd was the first person to show me the Disk Utilities Package (DUP.SYS) . Prior to that time, as far as I knew, DOS meant to find a place to sleep, as DOSS down for the night... He also transferred some 8K and more games onto tape for me. The beginnings of my software library... Then he showed me a neat game about a Kamikaze plane. Written in BASIC with a million plot-drawtos, but still incredible fun. Then an adventure game. That took 25K. Arrrgh... ERROR 2 Out Of Memory...

Oh well. Anyway, one Saturday in late December I stumbled into the store about 3 P.M. and saw Lloyd. He asked what I was doing that evening, and when I replied, "Nothing." he told me to come back at 6 and go up to Seattle for some kind of a get together. I had no idea what I was in for. My first User Group meeting.

When I came back to the store, Lloyd introduced me to our driver, Tom Newman (later to be twice president of S*P*A*C*E) and away we went to the BYTE SHOP on 2nd Avenue in Seattle. The Byte Shop had 3 or 4 Ataris, as well as Apples, and NorthStar Computers. (Remember, this was before the days of Incredibly Bad Management PCs.) The store was closed, and they hustled us into the Employee Conference room in the back.

In this little room, the nucleus of S*P*A*C*E was formed. I wish I could say I was there at the first meeting of the group, but that had been held the week before. However, prior to this second meeting, it was just a group of interested users. At the second meeting, the group formally adopted the name Seattle Puget-sound Atari Computer Enthusiasts. It's funny... I can remember some of the 18 original members, but many have moved on. Some out of the state, some out of Atari, some, just out of the group. But here are those I remember...

Kevin Makkela... Kev actually started the group, in hopes that it would help the Byte Shop sell more Ataris, and provide a resource for others.

Oscar Hasten... Another Byte Shop employee, and a combination salesman/hacker.

John Allen... Editor extraordinaire. John came up with the name Messages From S*P*A*C*E (now you know who to blame) and edited the first year's letter.

Tom Newman... Teacher, programmer and hardware hacker, and by the time Atari "went under" more knowledgeable about the 8 bit system than anyone at Atari.

Lloyd Ollmann Jr. At the time, he was a cook at Dennys, but knew more about the insides of a CPU than the instructors at his VOC TECH class.

and me... Totally novice neophyte. "What does DOS mean?"

Next Month: The first newsletter and BBS.

****

SUPPORT THE LIBRARY
BUY A DISK!

STARBASE

ATARI COMPUTER USERS GROUP

PRESIDENT	Rob Hendershot	745-3440
VICE PRES 8-BIT	Omar Crawford	653-7671
VICE PRES 16-BIT	Doug Olsen	743-4135
SECRETARY	Wilma Crawford	653-7671
TREASURER	Steve Drake	782-3691
EDITOR	Al Cummings	784-8658

****
* Give us a call if you need help. *
* We want to know how to help the group! *
****

Meets: 2nd Friday of the month, 6:00 PM at the Mountlake Terrace Library, 236th SW & 52nd Avenue West, Mountlake Terrace, WA.
Mail: c/o Steve Drake, 8307 27th NW, Seattle, WA 98117
Dues: $15 per year. Size: 85+ members.

FROM THE PREZ
By Rob Hendershot

Well, another month has gone by, only one month to go before school starts and summer has ended, and it's back to work for all you vacationeers.

I realize that many of you did not receive your PSAN before the meeting. You have to realize that other people take vacations too. And this is a volunteer organization, don't you know, and has to be worked on in 'spare' time. What with the holidays, vacations, getting the articles together, and demands on the printer, it's no wonder it's late. But I'm still gratefull to be getting a First Class news letter as this. So any help you as a user could give will be most helpful. Anything would be of help, even, UGG, writing something for the paper. A column, a review (good or bad, especially if it's bad), maybe your favorite petpeve. Do it, somebody out there will appreciate it, if non-other than the phone company when they send you your bill. And try to get your article in before the deadline. I hope mine gets in. I'm not sure if this column will be printed in the correct month, as I'm getting it to the editor rather late, but I still can hope.

As far as the meetings go, if you want to see a particular demonstration of soft or hardware, let us know. We're always racking our brains to figure out what to do next. But remember, that that particular thing you want to see, might not be as readily available. And we would have to hunt for it. Maybe even, BUY IT, before it could be shown.

I hope the upgrade party went over OK. As I was not able to attend, due to previous commitments. I did try to do some small part by building a 256K board for reference. What did you do? And I'll offer any other assistance I can give to you as you use the upgraded memory. I use mine all the time, but mainly as a ram-disk. Someday I'm going to have to learn to program in machine language to make better use of the ram-disk.

That's it for this month. Hope you have had a fun and safe summer so far. Keep up the good work. And see you at the next meeting.

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* **REMEMBER!** *
* The AUGUST STARBASE MEETING will be AUCTION NIGHT. *
* Bring your unneeded hardware and software for the *
* auction. Bring lots of money & get a great deal!! *
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TREASURERS RAMBLINGS

By now, most of you have heard that Starbase has purchased its own 520ST, color monitor and external double sided disk drive. We also bought an NX-10 printer. Omar decided he needed a new printer, way more than he needed another computer. (I've been to his house and don't see where he'll put "anything new"!)

When the NX-10 was delivered, I used it for a few days. (I liked it so well, I ordered one too.) Anyway, with it's NLQ mode, you can really produce a nice looking letter. I found it to be a hair slow in the NLQ mode. At thirty characters per second, your not going to print the Gettysburg address in one night! But hey, I'll take NLQ at this rate, versus a big "0" NLQ on my old Delta 10-X. The normal draft rate is around 150 CPS. Not bad for a printer under two hundred smackers! The NX-10 has too many features to list here. Just ask all of us who have purchased them. They'll tell you the same thing. Good printer, for a cheap price. My Delta 10-X and 1027, plus additional ribbons, are for sale. For more info, call me and we'll dicker.

Well, thanks to the profits from Atari Trek '87, I now communicate with you, via a 520ST keyboard. Somehow, I was chosen to be the caretaker for the 520 and color monitor. (Doug has the new drive and Omar the NX-10 printer.) First of all, let me thank all of the Starbase members for trusting me to have it at all the meetings and miscellaneous other functions! This 520ST has the capability of being hooked up to any TV. When we go to a Pizza parlor or somewhere where we need a bigger screen, we've got it. Clarity is good, but I'm using the monitor for best results.

I can hear some of you saying "You said you'd never buy a 520." I didn't. WE bought it and frankly, I'm glad we did. My interest, in Starbase, was dwindling. Everything seems to be directed towards the "newer" machines. (I'll still push for 8 bit stuff, don't worry about that.) As long as I've got this thing, might as well use it, right? You all know that my big thing is not playing games, but word processing. With a copy of STWriter in hand (or computer), I'm continuing on with what I was doing before, writing letters. Besides the added speed, of the ST, there are many other features, that could lure you to buy one. (We can skip the obvious, like memory and availability of new products.) When using STWriter, one can make mistakes typing, right? This keyboard offers ways to speed correcting. No more holding down any two keys at once. Just place the cursor over the text to be deleted and hit the "Delete" key. The cursor stays right there and your mistake is gone. The "arrow" keys don't need two hands either. There are some things that take getting used to. This keyboard is one of them. (A midget must of designed it.) I feel like I'm that big kid sitting down to play a little dinky piano! Know what I mean? Some of the keys are in diferent places. And there are more of them, too! All in all, it's a great machine. And fun, too! Maybe I'll get into playing games again? You never can tell.

If you weren't at the July meeting, then you didn't hear me talk about the "new" computer store, opening up in Greenwood. 8541 Greenwood Ave., to be exact. By the time you read this, Cave Creek Computers should be open. (July 25th was their goal.) They told me they will be carrying Atari products. This usually means 16 bit only. We'll see.

Are you wondering how the treasury is, after all the "big" purchases have been made? We didn't spend it all. Our share, from Atari Trek, amounted to $1255.32. The total take, was around $8,000. (The lions share went to SPACE. Over half!) Anyway, we have $732.17 in the checking account. The 520ST, color monitor and drive came to $969.12. Family Computer gave us a good deal. The printer was $185, mail order.

Be looking for our ST library, to enlarge, real soon! From 25 to 100 disks will be added soon. I'm guessing, because we'll have to go through and sort out what we already have.

As I did in the past, once more I'm submitting PSAN to local magazine distributors. Now that we,ve taken on the glossy look and a true magazine format, I believe we have a good shot at getting one of them to carry us! Cornucopia came real close last time, but said to come back when we changed our format. We did and we're back! B Dalton Bookseller is already carrying PSAN, so if you forgot to renew your subscription or would like an extra copy, get over to Kenmore. Hey, go in and buy one anyway. Other computer user groups have publications out on the newstands, why not Atari!

Keep On Hacking,
Steve

MOD CLINIC, PART II

Report by Al Cummings

We just finished the first Atari Mod Clinic and it went very well. The newest version of the 800+ 288k upgrade worked out real well with some minor problems reading the poor docs and some electronic knowledge took care of the computers that had different operating systems installed. A big thanks to Andy, Joe, Max, and to Sam Sieben for the use of the shop and equipment and his helping hands. Everything went well and the whole thing was over in 8 hours. Everyone semed happy with the mods and what software we had to give them. Not bad for doing 9 mods and looking at several other things in the meantime.

The next clinic will be held August 22 starting at 12 noon. The mod this time will be for the 800XL and 1200XL using the Tom Lawless Board. This mod will give your computer 320K or for those who can never get enough, 576K. Same board fits in both models and the extra ram can be added later. The system ram (64K) stays in the machine and allows the computer to reset quickly compared to 10 seconds on some of the 256k mods. The prices are not firm at this time but the standard 320K upgrade should cost $40 and the 576K monster mod will add $30 or the chips and extra parts. There will be software that uses the extra ram and hopefully, Tom Lawless can make it to explain the uses and lend a hand soldering or tearing into the computers.

There was some people telling me they misunderstood the way the clinics worked. You do not have to work on your own computer. In fact there is not enough room for that. Instead we have people who know how to do this type of work and enjoy doing it help out and they did a fine job with less then was needed to figure out the whole job. So be sure and sign up and tell me you want the mod as we will not order any extras! Even if you might not make it that day, someone can bring your system for you, or, we can put it in later.

Also the mod for September will be the 130XE upgrade and if enough people want to do a mod we can plan that also. Let me know at the meeting.

> *"They tell me all the time about computers being fixed. But nothing is fixed."*
>
> Sergio Echexabal, who had been declared dead by the Social Security Administration.(USA TODAY)

STDIO

ATARI ST Computer Users Group

PRESIDENT	Jim Adams	488-3536
VICE PRESIDENT	Dave Hanthorn	232-3009
SECRETARY	Jim Yee	643-9697
TREASURER	Paul & Jolene Bolme	882-1536
EDITOR	Joel Check	881-9375
DISK LIBRARIAN	Mike Check	828-0258
PROGRAM CHAIRMAN	Bruce Noonan	775-0545
BBS SYSOP	Mike Check	828-0258

Meets: 1st and 3rd Mondays of the month at 7:00 PM at Data IO, 10525 Willows Rd., Redmond, WA.
BBS: STDIO, (206) 822-4085, 300/1200 baud.
Mail: STDIO, 16520 126th Ave. NE, Woodinville, WA 98072
Dues: $15 per year.

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* Newsletter submissions can be uploaded to our BBS, *
* brought to meetings, or via any acceptable method. *
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T.R.A.C.E.

The Richmond ATARI Computer Enthusiasts

Meets: 2nd Wednesday of the month.
Contact: Terry Schreiber (604) 272-5789
BBS: T.R.A.C.E., (604) 272-5888, 24hr, 300/1200 baud
Mail: P.O. Box 1192, Postal Station A, Delta B.C. V4M3T3; or from the U.S. use: P.O. Box 2037, Point Roberts, WA 98281

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* MEETING NOTICE! *
* Summer Break! No meetings during July and August. *
* See you in September! *
****

CLASSIFIED ADS

For The Members By The Members

FOR SALE: Atari 1040 ST computer - monochrome system. Has very little use since new (I just don't have any space time)! Includes Personal Pascal, ST Talk, Swift Calc, and two Abacus books. My cost was $1220. Asking $700 or best offer. Contact Bob Gilbert at 668-9640 (Snohomish), any evening. Leave message on recorder if not at home.

FOR SALE: Atari 1040 ST computer system with lots of software and other goodies. Call Alex Ancheta at 675-7628 (Oak Harbor) for details and prices.

FOR SALE: - Okimate 20 Color Printer. Prints over 160 colors. Includes Atari ST "Plug 'n Print" interface, thermal transfer paper and ribbons. $150.
- Solid pine computer desk with glossy finish. Dimensions are: 48" wide, 27" deep, and 28" high. Comes with monitor stand, too. Excellent condition. $40.
Contact Matt Martin at 848-0169 (Puyallup).

CALLERS WANTED: Atari Citadel BBS (ST) in Moses Lake, WA. (509) 762-9357. Jerry Wright (long time Atarian) is SYSOP.

FOR SALE: Printers: Star Delta 10-X w/extra ribbons and Atari 1027. Both work fine. Best Offer Takes All! (BOTA). Call Steve at 782-3691 (Seattle).

WANTED TO TRADE: 320K 130XE computer for stock 800XL. Call Al at 784-8658 (Seattle).

FOR SALE: Computer System/Components/Pieces:
- Computer: 800XL w/256K: $75.
- Drives: 1050 Doubled: $124.99, 2 for $224.99. 1050 Single: $99.99. 810 Happy: $144.99. US Doubler w/Sparta Dos for 1050: $35.
- Other: Basic XE complete/new: $40. Black and White Monitor (well, it's really a tv): $25.
- BONUS: Free Couch (You Haul)! 3 boxes of new disks to the first buyer!
Contact Terry at 526-0719 (Seattle).

MEMBERSHIP INFORMATION

You are cordially invited to join your local Atari computer user's group. All models of Atari computers (400 thru ST's) and all levels of computer experience (from beginner to professional programmer) are represented. Membership benefits include: a great monthly newsletter; access to the latest Atari news, information, & public domain libraries; associate with others having similiar interests (make new friends!); problem solving; hardware upgrades; regular meetings; classes/special events; and discount purchasing.

Interested? The Club News section contains a listing of area clubs, their addresses, persons to contact, and annual dues. Please fill out the membership form below and send it along with check/money order dues payment to the users group of your choice.... or come to any meeting (visitors are always welcome) and join up there!

- - - -

BEST ELECTRONICS

HARDWARE: 520ST/1040ST/SF314/SF354/SH204

Atari Service Manual SF314/SF354 Disk Drive	C070624	$40.00
Atari Service Manual 520ST Computer	C026118	40.00
Atari Service Manual 520ST/1040ST Computer	C020118	50.00
Atari Service Manual SC1224 Monitor	C070433	40.00
Atari Service Manual XMM801 Printer	C070435	40.00
Atari Service Manual SMM804 Printer	C070434	40.00
Atari ST Diagnostic Cartridge	CA026297	80.00
Atari ST Diagnostic Assembly complete, Cartridge and Documentation (ST, SF354, SF314, SC1224, SMM804, Loop Back Cables)	C026287	350.00
ST EPROM Cartridge 64K/128K/256K/ROMS	CA030701	15.00
ST Mouse Mat		6.00 - 8.00
ST Mouse House		6.50
ST Clocks		CALL
ST One to Four Meg RAM Upgrades		CALL
Sams Computerfacts Service Manual 520ST		40.00
520ST Mother Board	CA070052	CALL
520ST Power Supply	C070099	60.00
520ST 7 Pin DIN Rt. Angle Power Receptacle	C070135	2.50
520ST Power Switch	C061022/C070006/C061913	1.25
520ST Keyboard Assembly	CA070022	90.00
520ST Owners Manual	C026051	6.00
520ST Bottom Housing	CA070016	CALL
520ST Top Housing	CA070020	CALL
520ST Dust Cover		8.50
520ST/1040ST Switch Reset	C070119	2.50
520ST/1040ST R.F. Modulator	C070491	50.00
520ST/1040ST 13 Pin Monitor Rt. Angle Receptacle	C070134	3.00
520ST/1040ST 14 Pin Disk Drive Rt. Angle Recept.	C070131	3.00
520ST/1040ST 13 Pin Monitor Connector		4.00
520ST/1040ST 14 Pin Disk Drive Connector		4.50
520ST/1040ST Rt. Angle Cartridge Connector	C070129	4.00
520ST/1040ST DB-19 Rt. Angle Hard Disk Connector	C070130	4.00
520ST/1040ST DB-25 Male Modem Connector	C070132	1.50
520ST/1040ST DB-25 Female Printer Connector	C070133	1.50
520ST/1040ST Keyboard Keycap Kit	C070258	22.00
1040ST Internal Power Supply	CA070059	68.00
1040ST Keyboard Assembly	CA070057	90.00
1040ST Mother Board	CA070097	CALL
1040ST Dust Cover		8.50
68 Pin Square I.D. Socket	C070120	6.00
ST I.C. Retention Clip, 69 Pin Square I.C. Socket	C070718	.50
3½" SSDD Epson Drive Transport	C070219	128.00
3½" DSDD Newtronics Drive Transport	C070350	165.00
3½" DSDD Chinon Drive Transport	C070352	165.00
SF300 Series Disk Drive Power Supply	C070091	45.00
SF300 Series Drive I/O Board	CA070063	40.00
SF354/SF314 Disk Drive Dust Cover		8.50
SF354 Owners Manual	C026052	2.00
3½" Dysan Alignment Disk, SSDD		40.00
3½" Dysan Alignment Disk, DSDD		55.00
ST Series Mouse	CA070025	50.00
ST Series MIDI 5 - 6 Ft. Cable		6.00
1040ST/SH204/SM124 Power Cord	C070349	6.50
1040ST/SH204 Hard Disk 1 to 2 "Y" Power Cord		10.00
SH204 Hard Disk I/O Cable	C026170	24.00

CONNECTOR/RECEPTACLES

5 Pin DIN Rt. Angle Receptacle (Monitor/ST Midi)	C014388	$ 1.00
7 Pin DIN Rt. Angle Receptacle (XL/XE)	C010448	1.25
7 Pin DIN Connector (XL/XE Power Supply)		1.20
7 Pin DIN 520ST Rt. Angle Power Receptacle	C070135	2.50
9 Pin DB-9F Joystick Receptacle	C010448/FK100307/C019062	1.10
9 Pin DB-9F Female Connector (850)	C015581-09	1.30
DB-19 520ST/1040ST Rt. Angle Hard Disk Connector	C070130	4.00
DB-19 520ST/1040ST Solder Cup Connector		3.50
DB-19 520ST/1040ST Hoods		1.50
DB-25 520ST/1040ST Modem Connector	C070132	1.50
13 Pin I/O Cable Connector		3.00
13 Pin I/O Receptacle	C012995	2.50
13 Pin 520ST/1040ST Monitor Connector		4.00
13 Pin 520ST/1040ST Rt. Angle Receptacle	C070134	3.60
14 Pin 520ST/1040ST Disk Drive Connector		4.50
14 Pin 520ST/1040ST Disk Drive Receptacle	C070131	3.75
15 Pin DIN Joystick Receptacle (5200)	C018013	1.30
15 Pin DIN Female Connector (850)	C015581-15	2.00
16 Pin Double-sided Header w/Gold Plated Pins		1.25

CABLES

1 Foot I/O Cable (drive to drive)		$10.00
Atari 3 ft. I/O Cable	CA014122	10.00
CX81 6 ft. I/O Cable	CA015900-01	12.00
CX89 Color Monitor Cable		9.00
Atari CX86 825 Printer Cable	CA015900-02	15.00
Atari CX87 Modem Cable (DB-9 to DB-25)	CA015900-03	12.00
Atari CX88 Terminal Cable (DB-9 to DB-25)		13.00
850 to Printer Cable (DB-15 to Centronics Connector)		15.00
Monitor Cable (5-pin DIN to 4 RCA connectors)		4.50
"Y" Paddle Cable	C010810/FK100305	3.00
Joystick Cable (6 cond.)	CA018145/FK100306	1.50
Joystick Cable (8 conductor 1-inch leads, #8 wire clipped)		3.00
Joystick Cable (9 conductor)		3.95
Joystick "Y" Cable Adaptor (1M to 2F)		8.00
1040ST 6" - 12" Joystick/Mouse Ext. Cable		8.00
1040ST 12" Joystick/Mouse "Y" Cable (2M to 1F)		8.00
520ST/1040ST 3 ft. Disk I/O Cable	C070139	16.00
520ST/1040ST 6 ft. Disk I/O Cable		18.00
520ST/1040ST Monitor Cable	C070264	20.00
520ST/1040ST 6 ft. Printer Cable		10.00
520ST/1040ST 12 ft. Printer Cable		18.00
520ST/1040ST 6 ft. Modem Cable		12.00
520ST/1040ST Hard Disk I/O Cable	C026170	24.00
ST Series Midi 5 - 6 ft. Cable		6.00
Midi or Monitor 6 ft. Extension Cable		6.00
3 ft. to 15 ft. Coiled Joystick/Paddle Extension Cable (1M to 1F)		10.00
6 ft. or 12 ft. Joystick/Paddle Ext. Cable		5.00 / 7.00
10 ft. or 20 ft. Joystick/Paddle Ext. Cable		6.00 / 8.00
850 to Printer 6 ft. Ext. Cable (DB-15F to DB-15M)		9.00
850 to Printer 12 ft. Ext. Cable (DB-15F to DB-15M)		12.00
5200 Controller Cable Assembly	CA018145	4.90
6 ft. or 12 ft. 5200 Joystick Ext. Cables		9.00 / 12.00

HARDWARE: Controllers/Accessories**

Atari Paddles	CX30	$12.00
Atari Paddle Label	C012766	.20
1 Meg Potentiometer for Paddles	C010464	1.00
"Y" Paddle Cable	C010810/FK100305	3.00
Paddle Knob	C010457	2.00
Paddle Fire Button	C010739	.75
Paddle Switch	CA011620	.75
Atari Joysticks (ea.) Call for any price change	CX40	9.00
Atari Remote Control Joysticks	CX42	30.00
Atari Proline Joystick	CX24 (ea.)	12.00
Joystick "Blaster" Module w/Adjustable Fire Rate Control		4.00
Wico Arcade Heavy Duty Joystick (Requires mounting)		12.00
Arcade Heavy Duty Fire Button		CALL
Atari Joystick Rubber Boot	C012109	.75
Atari Joystick Handle	C012116	1.25
Atari Joystick Rubber Feet (Set of 56)	88-1004	1.30
Atari Joystick P.C. Board	CA015396/CA012111	1.25
Atari Joystick Rebuild Kit (1 p.c. board & handle)		2.00
Joystick/Paddle "Y" Cable (1M to 2F)		8.00
Atari Joystick Cable (6-cond)	CA014058/FK100306	1.50
Atari Joystick Cable (8-conductor, #8 wire clipped/1-inch leads)		3.60
6 ft or 12 ft. Joystick/Paddle Ext. Cable		5.00 / 7.00
10 ft. or 20 ft. Joystick/Paddle Ext. Cable		6.00 / 8.00
3 ft. to 15 ft. Joystick/Paddle Coiled Ext. Cable		10.00
Atari 2600 CX55 Keyboard Controllers	CA012758 pr.	8.00
5200 Joystick Controller	CX52 ea.	27.00
5200 Joystick 6 ft. or 12 ft. Extension Cables		9.00 / 12.00
Atari 850 Interface	A850	125.00
Atari 1050 Disk Drive (Call for Price Changes)	A1050	159.00
Sams Computerfacts Service Manual 1050 Disk Drive		20.00
1050 Dust Cover		8.50
Atari XM301 300 Baud Direct Connect Modem	XM301	49.95
Atari 300/1200 Baud Modem	SX-212	99.00
Atari 80 Column Unit w/Parallel Printer Port For use w/High Resolution Monitors	XEP-80	79.00
CX85 Keypad	CX85	12.00
CX85 Keypad Field Service Manual	FD100176	30.00
Atari Light Pen	CX75	40.00
Atari Touch Tablet	CX77	50.00
Atari Touch Tablet Mylar		2.00
Atari Touch Tablet Pen		9.00
ICD PR Connection		79.00
ICD 1050 US Doubler		39.00
ICD 1050 US Doubler w/Sparta DOS Construction Set		69.00
ICD Sparta DOS Construction Set		39.00
ICD 800XL/1200XL 256K Rambo XL (Less RAM)		39.00
ICD R-Time 8 Clock Cartridge w/Battery		69.00
ICD Sparta DOS X Cartridge (DOS Cart)		69.00
ICD Multi I/O Box, RAM Disk, Parallel Printer Port, Modem Port Spooler, Hard Disk Interface (XL/XE Computers) 256K Model		199.00
1 Meg Model		349.00
ICD Multi I/O Box 130XE Adapter Board, Adds 2 extra Cart. Slots		19.00
ICD Multi I/O Box 80 Column Plug-In Board, Monochrome & RGBI Monitors		99.00
Kid's Keyboard Controller	CX23	8.00
Expand-A-Port P.C. Board: adds extra SIO Connectors to Daisy Chain		CALL
Video Touch Pad	CX21	8.00
Track Ball Controller	CX22 (ea.)	15.00
CX22 Track Ball Field Service Manual	FD1006600	20.00
Indy 500 Driving Controller	CA010866	10.00
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AUGUST 1987
PUGET SOUND ATARI ACTIVITIES

SUN	MON	TUE	WED	THU	FRI	SAT
						1 SPACE MAIN MEETING 6 PM, A.P.P.L.E. CO-OP, S.RENTON !! DOORPRIZES !!
2	3 STDIO MEETING 7PM DATA I/O, REDMOND	4	5	6	7	8 SPACE TACOMA MEETING, 10 AM SOUTH END NEIGHBORHOOD CENTER, TACOMA
9	10 BRACE MEETING 7 PM LAKE HILLS LIBRARY, BELLEVUE	11 SPACE ST SIG MEETING 6 PM BUTLER'S FEDERAL WAY	12 KC-ACES MEETING, 7PM AT WEST PARK LANES, BREMERTON	13	14 STAR-BASE MEETING, 6 PM MOUNTLAKE TERRACE LIBRARY + AUCTION +	15 R-ATARI MEETING, 7 PM AT THE YMCA, OAK HARBOR
16	17 STDIO MEETING 7 PM DATA I/O, REDMOND	18	19	20 PSAN SEPTEMBER NEWSLETTER INPUT DEADLINE! BECOME FAMOUS WRITE FOR PSAN!	21	22 SPACE HARDWARE SIG MEETING 10 AM SOUTH END NEIGHBORHOOD CENTER, TACOMA
23	24 BRACE MEETING 7 PM LAKE HILLS LIBRARY, BELLEVUE	25 SPACE ST SIG MEETING 6 PM BUTLER'S FEDERAL WAY	26	27	28	MOD CLINIC,12AM PRECISION ELECTR 29
30	31					

SUPPORT YOUR CLUB - BRING A FRIEND TO THE MEETING!

NYBBLES & BYTES

$ 1.00

August 1987
Volume 4 - Number 8

Newsletter of the Combined Atari User Groups

The President's Printout

There's quite a bit of news to report this month. First of all, a computer fair is being put together by some of the local retailers to be held at Thomas Mall September 11-13, 1987. Booth space is being provided to the club and we have decided to participate by setting up an 8-bit and ST display. This fair will take the place of our regular September meeting. In other words, our September meeting will *not* be held at our usual place (Faith United Methodist Church) but rather will be replaced by our activities at Thomas Mall. We encourage everyone to come on out to the mall and enjoy the fair. We also are in need of some volunteers to man our booths. This would involve several hours at the Mall demonstrating Atari computers and answering questions from users and potential buyers. This is also a great opportunity to acquire new members for our club and give NWPAC and SEVAC some needed exposure in the community. If you would like to help out on any of these three days (especially Friday) please contact me or any club officer at the August meeting, or call me at 978-9749. Thanks!

And thanks to Mike Zachary for his excellent presentation on 3D graphics with "Super 3-D Plotter II" at our July meeting. We had an excellent turnout for a hot summer Saturday and I know everyone had a great time seeing what the Atari computers can do in this exciting graphic area. I hope we can sustain the interest for August.

Our August 8th meeting will be a fun meeting devoted to "Favorite Games". Bring your favorite game (8-bit or ST) to the August meeting and we'll demo it for the group. It can be a brand new game to show off or it can be an oldie but goodie. Whatever your choice, bring it along and we'll have a good time sharing our favorite games.

As mentioned above, our September meeting has been moved to Thomas Mall. October will be our traditional fall swap meet. This has always been a popular meeting and one that everyone looks forward to.

November is tentatively scheduled for a program on 8-bit and ST utilities. From sector editing to ramdisks to you-name-it, utility programs can add a lot to your productivity if you know whats available, how they work and what they can do. At our November meeting, you'll have a chance to find out.

One last thing. Due to last minute work schedules, our July STACK meeting had to be cancelled. I apologize for the absence of a notice at the church but I just wasn't able to contact anyone there. Please note that the August STACK meeting has also been cancelled due to vacations. Our next meeting of the ST special interest group STACK will be Monday, September 14th.

nwpac
N.W. Phoenix Atari Connection
An Independent Users Group

sevilc
SOUTH EAST VALLEY ATARI CONNECTION

NYBBLES & BYTES

This newsletter is written and published monthly by the North West Phoenix Atari Connection (NWPAC) and the SouthEast Valley Atari Connection (SEVAC).

Both groups are non-profit organizations devoted to the exchange of information concerning all Atari computers. Neither NWPAC or SEVAC are affilated with Atari Inc.

NYBBLES & BYTES welcomes contributions of articles, reviews, and other material related to Atari computer products. Material to be submitted should be uploaded to the club BBS under the heading of "NEWSLETTER". See instructions below . If you do not have access to the BBS, call the editor to make other arrangements.

Permission to reprint articles in any non-commercial publication is permitted, provided proper credit is given to NWPAC and the author.

Deadline for copy to be included in the following month's issue is the 15th day of each month.

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Full Page	$30.00
Half Page	$20.00
Quarter Page	$10.00
Business Card	$5.00

CLUB BBS

P.A.U.G.S. (Phoenix Atari User Groups)

NWPAC and SEVAC provide a BBS system for its members at 242-4259. The system is operated 24 hours a day, 7 days a week. BBS usage is restricted to club members or on an exchange basis with other user groups. For additional information, call either Bill Smith at 934-9935.

UPLOADING ARTICLES

All text should be in ASCII format. 1st word is suggested for the ST's with the WP mode off. Atari Writer is suggested for the 8-bits.

Pictures, illustrations, etc, can be in either 8 Bit or ST format. However, keep in mind, that since this newsletter is in black & white, certain color pictures will loose clarity in translation. High resolution DEGAS or Graphics 8 pictures will work the best.

NWPAC

NORTHWEST PHOENIX ATARI CONNECTION

FROM THIS CORNER

By Roger Downey

"AMAZING ATARI PUBLIC DOMAIN SOFTWARE! OVER 110 LOW COST THEME DISKS AVAILABLE OR FILL DISK WITH PROGRAMS YOU WANT. SEND FOR FREE 8-BIT CATALOG DISK."

This is part of an ad that has appeared in recent months in several computer magazines. The company which placed the ad purports to selling "public domain" programs when the truth is...*some of what they're selling is copyrighted software!!!* First of all, what does public domain mean ? In law, the term evolved in reference to a person's domain, or home - hence the idea of "private domain." A copyright is the method a person lays claim officially to his work so the public knows it's not their "domain." A song, a newspaper story, or a piece of software can be copyrighted for the life of an individual plus 50 years. A company retains the rights to a piece of work for 75 years from the date of publication - or 100 years from the time of creation - for works made for hire. No one else has the right to sell, reproduce, or reprint the material during that time without the express consent of the one holding the copyright. An author can dedicate his work to the "public domain" specifically or simply not copyright it when published. Most of the true public domain software has that designation because the author relinquished all rights to it.

I requested a listing of the programs from the company that placed the ad. Many of the names and descriptions of software looked familiar. Some were programs from user club libraries; some were from now-defunct magazines like *Softside*; but others were originally published in *Antic* and *A.N.A.L.O.G.* magazines which still exist.

Disk #015, the "BBS Hits/Analog III" disk according to the company, lists games like LIVEWIRE.OBJ, RETROFIR.OBJ, and BRIKLAYR.OBJ. All three are from *A.N.A.L.O.G.* Magazine. "Livewire" - for example - was a magazine type-in game from the July/August, 1983 issue.

Disk #008, the "Antic Special," includes programs like DEATHSTR.BAS (Death Star), ZAHRCON.BAS, and ESCHERSK.BAS (Escher Sketcher). Again, all three were type-in programs. Perhaps the magazines gave the company permission to sell the programs...or, the programs were public domain to begin with...or, the company was violating copyright laws. Those are the three options. Interested in finding out which applied, I called the magazines.

...can we legally list magazine type-in programs on the club's BBS?

Charlie Jackson is the Technical Editor of *Antic* magazine. He also serves as editor of "Antic Online," the electronic magazine on Compuserve. He told me that all programs in the magazine are copyrighted. Jackson added that *Antic* has an exclusive contract with Compuserve to supply programs to Sigatari libraries for use by Sigatari members. Even though these programs may be downloaded by Compuserve subscribers, *Antic* retains the copyright. And, Jackson emphasized that Publisher Jim Capparell gets angry when he hears that someone is distributing the magazine programs, let alone selling them. I was ready to accept that as "gospel"...UNTIL I examined the April, 1983 *Antic*. In that issue, Capparell wrote an editorial on the magazine's first birthday of publication. Besides announcing that the magazine was now published on a monthly basis, Capparell said:

"We are the only magazine to place our

other BBS's. I don't think *Antic* could legally challenge the placement of the "public domain" games on a BBS because of the editorial comments Capparell made.

COMPUTE! Magazine is the most restrictive when it comes to distribution of its programs. Officials admit it would be difficult to stop one friend from giving another a typed-in program. But, they take a hard line to listing *COMPUTE!* programs on BBS's and say they do pursue companies and individuals who sell their programs as "public domain."

AUTO-LOAD YOUR FILES TO RAMDISK

by JEAN ROWE AND DALE BRYANT
(Reprinted from the SEP/OCT issue of the SBACE Gazette)

Recently, it seems that one of the most popular topics in the magazines and most of the Atari club newsletters that Jean and I are privileged to read is the extended memory of the XE and upgraded XL computers. As we have both of the above, we have been interested in articles about RAMdisks.

If you have an XE with DOS 2.5 and the file RAMDISK.COM is present on the disk at boot time, then a RAMdisk for drive 8 is created at that time. RAMDISK.COM not only formats the D8 RAMDISK it also copies DUP.SYS and writes a MEM.SAV file to the RAMdisk. However wouldn't it be nice to be able to select your own RAMdisk drive number and not only create and copy the above files, but other files you would like to reside on the RAMdisk as well?

To copy a MEM.SAV file to your own created RAMdisk the MEM.SAV file will have to be present on drive # 1. A MEM.SAV file can be created on any RAMdisk by POKEing 5439,ASC(#Dn") and then going to DUP.SYS and creating the MEM.SAV file. DOS will create the MEM.SAV file on the disk number residing at location 5439. We suggest having it present on drive # 1 as the following program will then copy it to the RAMdisk of your choice.

However, the program not only creates and formats a RAMdisk of your choice. but will also copy all the programs residing in data line 5000 from drive 1 to your RAMdisk. Remember however that RAMdisk formats to 499 sectors and NOT 707. If DUP.SYS is one of the programs copied to the RAMdisk, the program is set up so that DOS will look for DUP.SYS on the RAMdisk. This is, as we stated above, the same method used by DOS 2.5 if RAMDISK.COM is present on the boot disk.

If you do uploading of files to BBS systems, the following modification might prove useful. Take out the END statement at the end of line 6000 and insert line 7000 as follows:

```
7000 OPEN #1,4,0,"D:AUTORUN.SYS":A=USR(5576)
```

Assuming your modem is set up as an AUTORUN.SYS file, or an AUTORUN.SYS file calls your modem program. Of course, the files you want to upload should have been copied to the RAMdisk first using this program.

Experiment and have fun with your ATARI.

```
0 REM S."D:ANYRAMD#
1 REM ----------XL/XE ONLY---------
9 REM
10 REM ****************************
12 REM *      MODIFIED BY         *
13 REM *      JEAN ROWE &         *
20 REM *                          *
30 REM * THANKS TO BILL WILKINSON *
31 REM *       and to             *
32 REM *    Rick Detlefon         *
33 REM *       of the             *
34 REM *      Austin ACE          *
35 REM ****************************
40 POKE 1802,3:REM if RAMdisk.COM hasbooted
start over with 2 drives
90 ?")":POSITION 0,0?"  RAMDISK MAKER XL/XE
100 REM ****************************
130 REM * A PROGRAM TO SET UP A RAM *
140 REM * DISK ON Dn:, WHERE n IS   *
150 REM * ANY DRIVE NUMBER FROM 3   *
160 REM * TO 8.                     *
161 REM ****************************
172 CLOSE #4,4,0,"K:":?\?"WHICH DRIVE # FOR
RAM DISK?";:GET #4,K:K=K-48:CLOSE #4:? K:IF
K<3 THEN 11000
190 RAMDRIVE=K:REM CHANGE THIS AS DESIRED
210 POKE 1920,RAMDRIVE
220 POKE 2953,RAMDRIVE
250 REM
262 REM SUBROUTINE AT 500 SETS THE BYTE FOR
LOCATION 1802
265 GOSUB 500:POKE 1802,BYTE
270 DIM INIT$(4) 328 FOR I=1 TO 4:READ DATA
290 INIT$(1)=CHR$(DATA):NEXT I
300 DATA 104,76,224,7
310 INIT=USR(ADR(INIT$))
```

```
320 REM 330 DIM DRIVE$(6)
340 DRIVE$="D#:*.*"
350 DRIVE$(2,2)=CHR$(48+RAMDRIVE)
370 REM INITIALIZE OUR NEW RAM DRIVE
385 ?"FORMATTING RAMdisk ";DRIVE$(2,2)
390 X10 254,#1,0,0,DRIVE$
400 REM
410 REM Verify it worked
420 REM
430 open #1,6,0,drive$
440 trap 470
450 get #1,byte:? chr$(byte);
460 GOTO 450
470 CLOSE #1:GOTO 1000
500 IF K=3 THEN BYTE=7:REM--00000111
510 IF K=4 THE BYTE=11:REM--00001011
520 IF K=5 THEN BYTE=19:REM--00010011
530 IF K=6 THEN BYTE=35:REM--00100011
540 IF K=7 THEN BYTE=67:REM--01000011
550 IF K=8 THEN BYTE =131:REM 10000011
560 RETURN
1000 REM AUTOCOPY FILES TO RAMDISK
1010 DIM C10$(27),1$(20),0$(20),N$(20),T$(2)
1020 BUF=FRE(0)-500:DIM BUF$(BUF)
1030 C10$=" ":C10(27)=" ":C10$(2)=C10$:BUFAD
=ADR(BUF$):1$:":0$="Dn:":REM CHANGE 0$ FOR D
IFF RAMDISK
1032 0$(2,2)=CHR$(48+RAMDRIVE)
1035 GOSUB 11000
1040 T$=CHR$(125):T$(2)=CHR$(127):TRAP 2000:
FOR A=1 TO 27:READ B:C10$(A,A)=CHR$(B)
1045 NEXT A
1050 : :? T$;"   RAMDISK COPY   ":? T$(2);
" ":? T$(2);"COPYING ....BYTES"
1060 TRAP 6000:READ N$:1$(4)=N$
1070 CLOSE #2:OPEN #2,6,0,1$
1080 INPUT #2,N$:TRAP 1090: A=VAL(N$):GOTO
 1060
1090 N$=N$(3)
1100 FOR A=1 TO 8:IF N$(A,A)<>""THEN NEXT A
1110 1$(4)=N$(1,A):1$(LEN(1$))=""
1120 IF N$(9,11)="  " THEN 1140
1130 1$(LEN(1$)+1)=N$(9,11)
1140 OPEN #1,4,0,1$:? T$(2);" ";1$,:X=USR(A
DR(C10$),BUFAD,BUF,7):CLOSE #1:BUF$((PEEK(85
6)+PEEK(857)*256)+1)=""
1150 ?LEN(BUF$):0$(4):OPEN #1,8,0,0$:? #1:
BUF;:CLOSE #1
1160 GOTO 1080
2000 DATA 104,104,141,85,3,104,141,84,3,104,
141,80,3,104,141,88,3,104,104,141,82,3,162,
16,76,86,228
4990 REM
4999 REM BELOW ARE FILES TO BE COPIED
5000 DATA DUB,SYS,MEM,SAV,ANYFILE
5010 REM DATA RAMDISK.*:WILDCARD COPIES ARE
O.K.
5020 REM DATA
5030 REM DATA
5999 REM LOOK FOR DUP.SYS ON THE RAMdrive cr
eated.  If not copied then POKE 5439,ASC("1"
) for drive #1
6000 CLOSE #2:POKE 5439,ASC(0$(2,2)):?
"Files copied to RAMDISK ";0$(2,2)
7000 OPEN #1,4,0,"D:AUTORUN.SYS":A=USR(5576)
11000 IF PEEK(1802)<7 THEN ? "RAMDRIVE NOT
PRESENT":POKE5439,ASC("1"):END :REM LOOK FOR
DUP.SYS ON DRIVE #1
11010 IF PEEK(1802)=7 THEN DRV=3
11020 IF PEEK(1802)=11 THEN DRV=4
11030 IF PEEK(1802)=19 THEN DRV=5
11040 IF PEEK(1802)=35 THEN DRV=6
11050 IF PEEK(1802)=67 THEN DRV=7
11060 IF PEEK(1802)=131 THEN DRV=8
11070 0$(2,2)=STR$(DRV)
11080 RETURN
```

SYSTEM-80

☞ SPECIAL $29.97 ☜

80 COLUMN WORD PROCESSOR

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The "System-80" 80 Column Word Processor program for 8-bit Atari Machines. This a "Software Only" System. This means the entire system is Disk Based and you don't have to purchase additional hardware. Your system should have at least 64K RAM. It will run on any 8-bit machine, any Atari compatable disk drive; a T.V. or Monitor; and almost any printer. The monitor gives the best screen and a color T.V. above 19" the worst. On color you must adjust your monitor or T.V. to B&W for the best picture. I had only one monitor that gave me a bad picture; it was a T.I. color. I should point out that the T.I. didn't give a very good picture with the Atari Writer Cart or the A.W. + Disk; either.

At the August 8, 1987 N.W.P.A.C. meeting and on August 15 at the S.E.V.A.C. meeting; arrangements have been made for the President of Small Systems Innovation, Raymond F. Felch III to be present. The program will be offered to members for $29.97 plus tax. This is 40% less than retail. It is being offered as a one time only deal for several reasons.

1. Get a large number of programs out in the Valley at one time. This will give him feedback fast due to the ease of contacting the company. The more people using it the sooner bugs, if any are found and corrected.

2. ONLY REGISTERED owners will be offered upgrades; those buying at the meeting will register at that time.

3. If the company sells the product to the user groups all the time, at this price, then NO retailer will invest their money stocking the product.

4. It is being offered as a "thank you" for the exposure that the club gave the System-80, during the JUNE Word Processing Demo and the review articles I

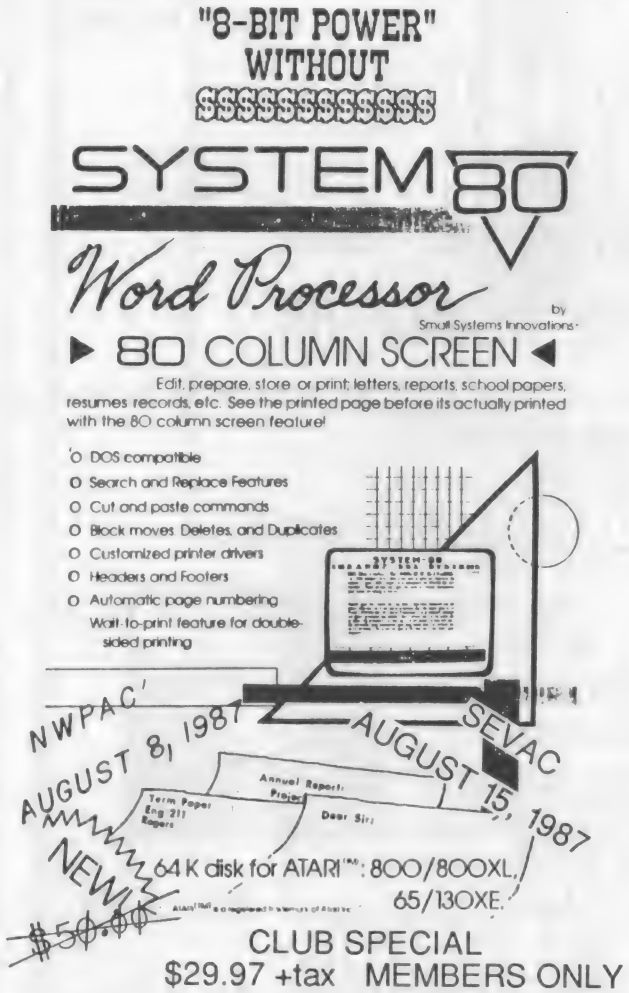
wrote and put on the BBSs in the valley.

5. It may not make sence but #s 1 and 2 will slow down the breaking of the protection and subsequent piracy.

6. This is a company that will have some sorely needed 8-bit software. At resonable prices. Nearing completion is the first upgrade: Mail Merge and a Dictionary. A compatable companion program; an 80 column Data Base will be available in Oct/Nov.

7. This Company will go under if there is wholesale "PIRACY"; if that happens then we get no new 8-bit software.

8. This man can put NEW life into our 8-bit systems, and also increase their worth on the resale market.



DO-IT-YOUSELF SURGE PROTECTION FOR YOUR COMPUTER

Copyright (C) 1987 by Garry Jones.

When setting up a computer system, one piece of equipment which might get overlooked is a surge protector. The purpose of a surge protector is to protect equipment from voltage spikes and surges causedby lightning strikes on power lines (c'mon, it never rains in Southern California, does it?), electrical equipment turning on and off (you didn't really plug your computer into the same circuit as your refrigerator, did you?), the crummy wiring in your apartment that your landlords won't fix because they're too cheap, and just plain lousy performance by your friendly local Edison Company.

A surge protector works by clamping the voltage and preventing it from rising beyond 130 volts when a sudden increase occurs. To do this, a surge protector uses a device called a metal oxide varistor, or MOV for short. Of course, you want to know if they wear out, and when they do, how to tell. MOVs do have a finite life, depending on the number and severity of surges they're exposed to. When they fail, they typically create a short which will pop a circuit breaker if one is included in the circuit, immediately shutting off the power and saving the equipment.

Buying a surge protector is something of a problem, since not all surge protectors are created equal. Good ones are fairly expensive (there's plenty of expensive junk out there, too) How do you tell the good from the bad, and what do you do for cash after you spent the last of it on some superwhizbang software for your new computer? Good news for you clever hacker types who can tell a hot soldering iron when you pick it up (by the wrong end): Make your own surge protector. It's easy, it's cheap, and best of all, it might even work.

You'll need a power strip (make sure you get the kind you can disassemble with a screwdriver instead of a hacksaw), three metal oxide varistors (General Electric part no. V130LA20A (which means 130 volts 20 amps) or Radio Shack catalog no. 276-568B), some rosin core solder (DO NOT USE ACID CORE

SOLDER OR FLUX: it will corrode the solder joints in time, ruining them), some miscellaneous tools, like Xacto knives, alligator clips, wire cutters, etc., and a soldering iron. Three hands would be nice, but you can probably manage with two. Most of us do.

Take the back off the power strip and look inside. It probably looks like the drawing shown at right. If it doesn't, don't worry. If it has outlets, wires (three of them?), and a cord, it'll work.

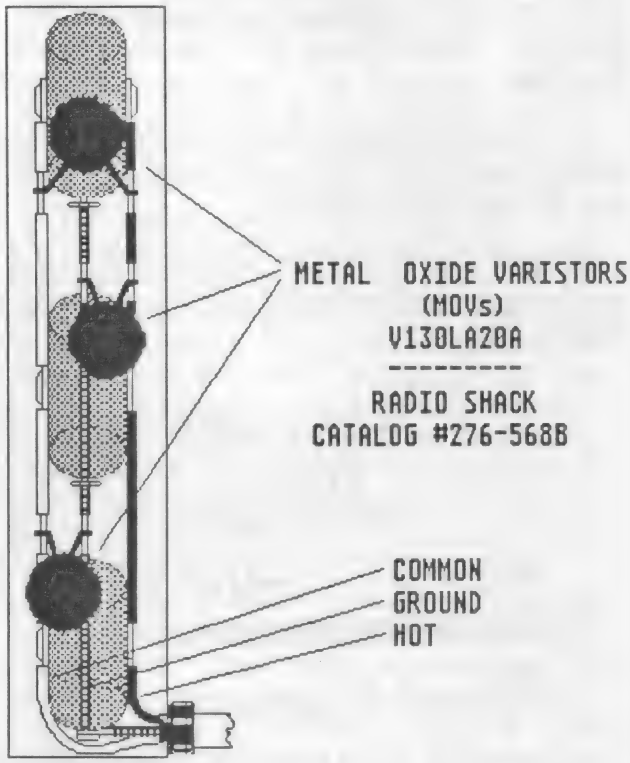
Notice the three wires inside: they're probably black, green, and white. White is the hot wire, green the ground, and black the common.

Now, strip some insulation off the wires as shown in the illustration. Take one varistor and solder one of it's wire legs to the white wire, and the other leg to the green wire as shown. Fasten an alligator clip to the leg being soldered between the solder joint and the varistor to prevent heat damage to the varistor while soldering.

Do the same thing with the second varistor, except it should be soldered to the green wire and the black wire. Solder the third varistor to the black wire and the white wire.

Clean the solder joints with a rag dipped in a little alcohol, and examine the joints. There should be a smooth shiny flow of solder between the wire leg of the varistor and the copper wire in the power strip. If the joint is dull, lumpy, or flawed in appearance, resolder it. When all the joints look good, reassemble the power strip. Sit back. Relax. You're done now. Wasn't that easy? Can you say, "Easy?" Sure. I knew you could.

-Garry Jones-
Compuserve: 72030,273
GENIE: GXRAY



'Oh, You're in Computers? Say Something in Fortran.'

NWPAC

meets at:
Faith Methodist Church
8640 N. 19th Ave, Phx.
Next Meeting: August 8th at 10 am

SEVAC

meets at:
Eaton Business Park
3234 S. Fair Lane, Tempe
(see map on page 15)
Next Meeting: August 15th at 10 am

No STACK meeting for August.

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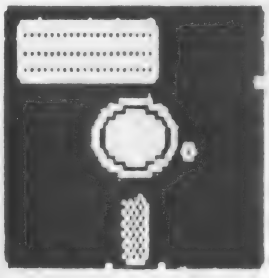

- ATARI SOFTWARE
- COMPUTER BOOKS
- ST COMPUTERS
- AUTHORIZED ATARI SERVICE CENTER

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SEVAC

SOUTHEAST VALLEY ATARI CONNECTION

SEVAC SECONDS

By Tim Barr

Hi folks! I hope that July's meeting on telecommunications was of some interest to you. We are trying to set up some more "theme" meetings, which is why it is important for you to fill out the questionaire that was published in the July newsletter. I will also try to bring some copies to the August meeting, so that you can fill one out there. Hopefully, by the September meeting I will be able to present some hard data to the membership, and maybe even a tenative schedule for the rest of the year.

At the August meeting we will have a pair of the Antic 3-D glasses available for demonstration purposes. After the end of the formal club meeting, you will be able to try the glasses on. In addition to the glasses, CAD-3D and probably a couple of other graphics programs will be demonstrated.

The ST public domain library is in the process of being reviewed, and updated or revised where needed. There are some programs that need to be updated to the latest version, and some of the disks have duplicated files. I am trying to co-ordinate with the ST librarians from both clubs on this. If there is enough time, I will try to put together a more informative list of what is available on each disk. We may also be reformatting the club disks using the "Twister" type 400K format.

I also hope to have more information about the computer show that has been tenatively planned for September 11-13, at Thomas Mall. The people at Sofware and PC Systems (of Mesa) are trying to put the show together. If they are able to get the ball rolling, we will need some help, from the club members, to run a booth for the club. The more people that volunteer, the less time you would have to work. A signup sheet will be available at the August meeting.

Well, thats all I have for you for this month. The August meeting will be at the Eaton Business Park, 3234 S. Fair Ln in Tempe, at 10:00 am on August 15th. BE THERE!!

WORLD OF ATARI FAIRE

SANTA CLARA SHOW DEBUTS - "FINALIZED" ATARI LASER PRINTER - NEAR-BETA WORD PERFECT...& MORE

BY NAT FRIEDLAND, ANTIC EDITOR

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With all the other Atari Fairs that took place during the past 12 months and the huge Consumer Electronics Show just three weeks ago, it was surprising to find so much new to see last weekend during the hastily-organized World of Atari Faire at the year-old Santa Clara Convention Center.

But several unfamiliar companies with impressive ST software made their Atari Fair debuts last weekend. And a near-production version of the Atari SLM804 laser printer had its first public showing. This report concentrates on products that have not been reported on previously.

The Atari laser printer is smaller and lighter than most current models, but seems just about as fast and sharp. It was operating in Diablo 630 emulation with a 4Mb Mega ST running a pre-release version of the Microsoft Write word processor with a WYSIWYG display. The laser controller board is in a modem-sized box cabled between the ST's high-speed Direct Memory Access (DMA) port and the printer. This controller box also has a second DMA port for connecting a hard disk.

This 300 dots-per-inch printer supports Atari's GDOS (which automatically uses

Continued on page 14

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MR. DAVE'S RANDOM BITS

David Thorson

Some of you may remember my column from the old Computer Wizards days. Well, I'm at it again. I hope to bring you reviews, technical tips and perhaps even my own jaded opinions from time to time. I have been using eight-bit Atari machines since 1983 and recently purchased an ST (notice I didn't say "moved up to an ST", BOTH machines have their place!) so I'll probably jump from one to the other within the same column. My computer interests are music (Casio CZ-101 and ST MIDI), programming (BASIC XE, GFA BASIC, and a smattering of Forth and C, a career of FORTRAN programming at work, and graphics.

I was a bit dissapointed to see my "Creative Process" program marked "Limited Stock" in the last edition of Antic's Catalog. I called to find out the story, and they said it was just a ploy to churn up some more interest in the product -- they have no current plans to discontinue it. But, and this is a mighty big one, they ARE phasing out most of their eight-bit software. They told me almost no new software would be accepted unless it was of very professional quality. I think they've become enraptured with the ST section of their catalog, where they sell very little software written by ordinary folks like you and me, and lots of stuff developed by dedicated software companies. I've always seen The Catalog as a place where the little guy had a chance for some fame and glory, and the rest of us could get reasonable and often inventive software at a good price. For example: Colorspace, Dragon Quest, Screen Plot and (of course) Creative Process. If you feel like I do about this, call or write Antic and let them know they are killing off a major source of Atari creativity and utility. I'll step off my soap box now....

I purchased an ST utlility program called DO-IT! from QMI on a trip to Utah last March (If you're ever in Provo, check out Lloyd's Computers in the University Mall). DO-IT! is an excellent command shell program. For those of you who don't understand command shells, let's step back a minute. I've been using an IBM (gasp... choke...) PC/AT at work for two years now, and until recently it has never seen windows or a desktop. Anything to be done must be translated into some cryptic form of computer commands, such as

"COPY C:\TOOLS\LOTUS\DATA\
EXPNSRPT.WR1 A:".

This is what I have been "putting up with" for a long time, even back in my old DEC PDP-11/34 days where a similar command might have been

"PIP DX1:EXPENSERP.TXT=DL1:[200,6] EXPENSERP.TXT".

It looks a lot harder than pointing the mouse to the file you want to copy and dragging the file to another disk or directory. Well, it is harder in some ways, but it's a lot more flexible and faster in other ways.

Suppose I have a window open to the \LETTERS folder of my A: drive, and I want to copy a file from the root directory of my D: drive to my \LETTERS directory. Since I just downloaded the file from GENIE, it's got an ARC extension (meaning it's been compressed by the ARC utility). To make the file usable by STWRITER, I need to do the following:

1. Double click on the D: drive to make it the current drive
2. Double click on the COMMANDS folder of my D: drive where ARC.TTP is located.
3. Double click on ARC.TTP to run it.
4. When ARC's dialog box appears, enter "E \NEWLETR A:\LETTERS\NEWLETR.DOC".

5. When ARC has finished de-ARCing NEWLETR.DOC, click on the the window close box to return to the root directory of drive D:.

6. Double click on drive A: window to make it current again.

From a command shell such as DO-IT!, I need enter only one command:

ARC E D:NEWLETRA:\LETTERS\NEWLETR.DOC.

Both techniques get you to the same place; which would you rather do? DO-IT! is an excellent implementation of the command shell concept. It is based on the command structure of MS-DOS 2.1, with extensions to take advantage of the ST's features. It contains the usual commands for directory management: DIR, MKDIR, CHDIR, and RMDIR to list a directory, make a new directory (that's FOLDER to all you mousers), change directories, and remove directories. File commands include COPY, ERASE, HIDE, LOCK, PRINT, and TYPE (display on screen). RENAME lets you change the name of many files at one time, a real advantage over the desktop's "ease of use" forcing you to rename files one at a time! System commands include BLACK and WHITE to invert screen colors, CLS to clear the screen, DATE and TIME (display or change), KBDELAY and KBRATE to adjust key response, WRAP to force autowrap at the end of a line (similar to a word processor). You can also change how the command prompt is displayed; I have mine set up to show the current directory and time in red letters while everything else is in white letters on a green background. There is also MEM to display the amount of free memory, DSTAT to show drive status (volume name, free space, etc.) and EXIT to return to the desktop (after all, the desktop does have its own advantages). DO-IT! also provides a ramdisk driver and a disk formatting utility, although you can use any similar programs you already have instead. One very important command is PATH. Using PATH, you can tell DO- IT! where to look for any programs it can't find in the current directory. In my example above, I had the path set for D:\;D:\COMMANDS\, so that I could access ARC and other programs on my ramdisk from ANY FOLDER on ANY DISK without clicking through several windows to get there. This is perhaps the feature I miss most when using the desktop.

The other important feature of DO-IT! is the ability to process batch files. A batch file is a list of commands and programs that you could normally run from DO-IT! that is executed automatically when you type the name of the batch file. To save disk space I like to archive whole directories together and then copy them back to another disk. A simple, one line batch file speeds this process:

ARC A %1 A:\%1*.* I call this file A.BAT, and keep it where PATH can find it. When I enter "A WHEEL", DO-IT! reads in A.BAT and replaces %1 with the first parameter, in this case WHEEL, resulting in "ARC A WHEEL A:\WHEEL*.*". This creates an archive file called WHEEL.ARC in the current directory, then copies all files from A:\WHEEL\ into it.

Batch files can be as long as you like, and can even include such commands as PAUSE to give you a chance to change disks, and IF commands to compare a character string with a parameter entered on the command line. If you have a batch file called AUTOEXEC.BAT in the directory from which you start DO-IT!, all the commands in it will be executed automatically. Up to nine parameters can be passed to a batch file and refered to within the file as %1 through %9. I found that the ECHO command will display any text that follows it, providing a way to display messages on the screen. The documentation does not tell you this, but since it works on my IBM I tried it on my Atari. No problem!

DO-IT! also supports I/O redirection, where you can tell it to send a program's screen output to a file, or to read all keyboard input from another file, making it possible to automate many other programs. Command abbreviations are supported, and several commands have a UNIX-like equivalent. For example, DIR can also be entered as the UNIX LS command, and CD can be used instead of CHDIR. Commands such as COPY, DIR and ERASE each have

several options. DO-IT! can also run any program, including GEM programs.

So what does all this power cost? I paid about $27 for the program, and it only consumes about 11K of memory (just over one hundredth of my 1040 ST's ram). I keep DO-IT! in the root directory of my D: ramdisk so it's always only a mouseclick and a second away. DO-IT! was written entirely in 68000 machine language by Clinton Parker (the man who brought us ACTION for the eight-bit computers). The program is not copy protected, upgrades are only $2.50, and QMI has a customer support bulletin board system if you have any questions (or you can reach me through the club BBS).

DO-IT! has only two limitations as seen from my IBM perspective: batch files cannot test if a file exists, and you cannot default the destination of a file copy to the current directory by not giving a destination in the command. The first point is handy if you have an AUTOEXEC.BAT file that copies DO-IT! and several other files, such as ARC.TTP, to a "permanent" ramdisk when you power up your ST. It's nice to move all the files over automatically, once, but whenever I press the reset button the files are copied again even though the ramdisk is still available and the files are on it. The second point is a matter of being spoiled; I would rather type "COPY A:X.PRG" than "COPY A:X.PRG D:" when I'm already in the D: directory.

My conclusion? If you do anything more than running canned software packages (games, word processors, etc.), including file copying or renaming, DO-IT! is a wothwhile investment. If you use an IBM machine, you already know how to use DO-IT!. If command shells are new to you, you'll have no trouble learning DO-IT! and you may be surprised at how much faster you can do certain operations on your ST. Well, that's it for this month. If there's something you'd like me to cover in future columns let me know via the club BBS or at the NWPAC meetings. Keep those bits random!

World of Atari Faire Continued...

the highest resolution available to a printing device). We picked up a selection of the sharp graphics and muli-font printouts that the Atari SLM804 kept churning out throughout the day. Late summer or September is the current estimated market arrival for the Atari Desktop Publishing System.

At a neighboring booth, **Word Perfect** was showing a near-beta version of the forthcoming ST edition of its bestselling word processor. The GEM-based software, due in September, looked extremely fast and powerful. It will list at $395 but is often discounted by more than 50% in the IBM version. The WP rep said that the company is working closely with Publishing Partner's developers to assure immediate desktop publishing compatibility for the word processor.

Programmers will love Omniware's new **Edit/Booster**, an ST text editor that also generates GEM code by mouse. Select "Draw A Circle" from a drop-down menu and the GEM code apppears in your program. The version currently on sale just works with C, but updates for GFA BASIC, Personal Pascal and Modula-2 are promised soon. Omniware, based in Bellevue, Washington also showed a desk accessory controller for the widely used Hewlett-Packard Laserjet printer and an H-P terminal emulator.

Iliad Software of Orem, Utah, another new entry, showed a powerful, user-friendly CAD/drawing program, **Athena II**, selling for $99.95. Athena requires a 1Mb ST, but functions in either color or monochrome.

Coming soon is a circuit-testing simulation program called **Circuit Maker**. The company was also showing a multiuser, multitasking operating system, **PDOS**, which is similar to the system used on 68000-based VME workstations.

A wide-ranging product line of specialized business applications for the ST was shown by Hi-Tech Advisors of Winter Haven, Florida. Their $199 titles

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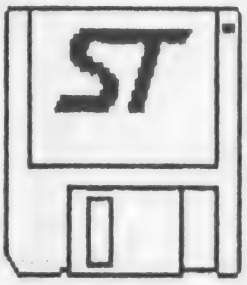

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included **Church Manager**, **Service Station Manager**, **Video Store Manager**, **InventoryPro** and **Sales Pro Plus.** Mail Pro handles custom mailing lists and form letters for just $69. SBT of Sausalito, California kicked off a line of dBASE III business accounting modules based on the ST's dBMAN clone.

Beckemeyer Development Tools of Oakland, California showed their latest addition, a touch-screen restaurant menu system. The demonstration model for a Chinese restaurant was almost frighteningly complete and efficient.

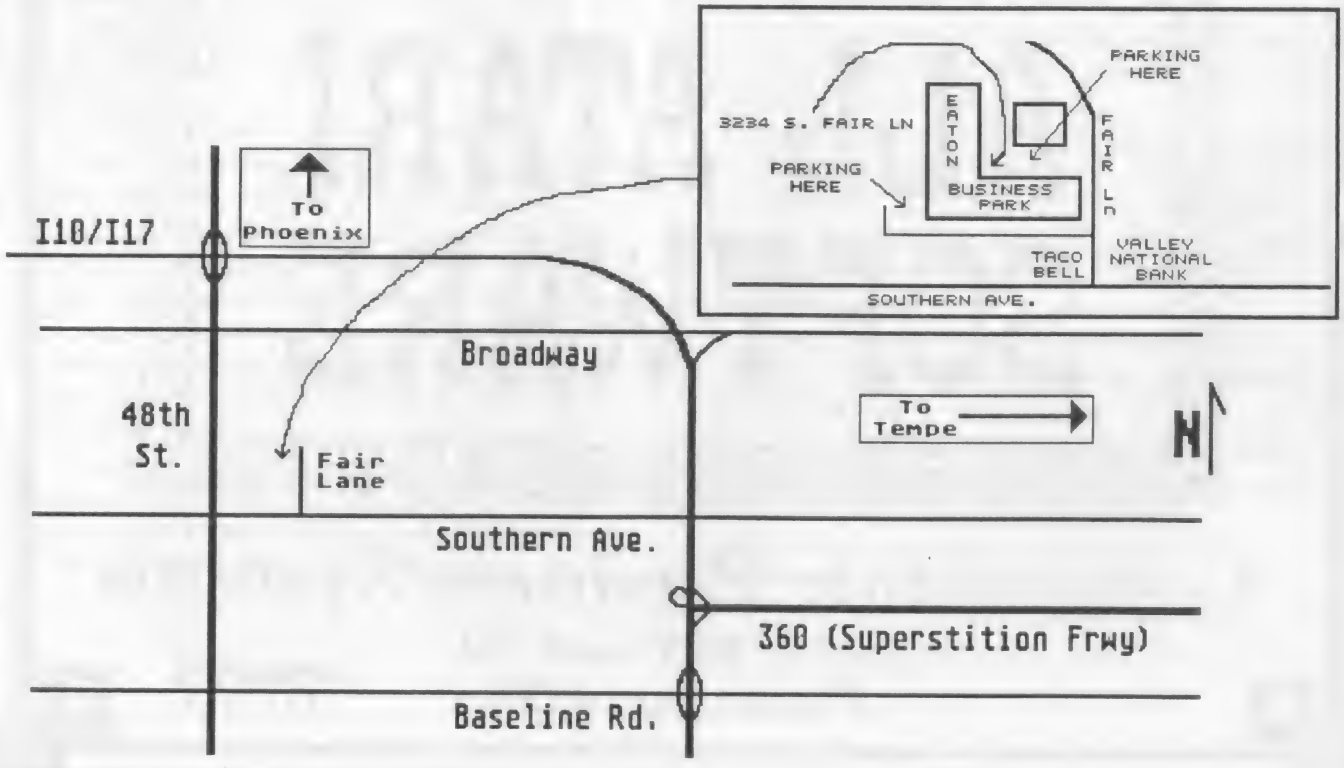
Two image scanners were shown at the fair. Navarone, of Sonora, California had a $1,239 ST system including the Canon IX-12 scanner. The simpler $99.95 **IMG Scan** from Seymor-Radix of Irving, TX used a small box that tapes to the print head of any dot matrix printer that supports graphics.

Old-timer Lou Schwing of Astra Systems was gleefully demonstrating the ruggedness of his **HD+** unit which combines an 20Mb hard disk and a double-sided ST 3.5" disk. The HD+ was notably cool and even kept operating as he waved it in the air and laid it on its side.

DeskCart, a $99.95 cartridge from Quantum Micro of Liverpool, New York is a real-time clock/calendar with a full set of Sidekick-type desk accessories including a filer, calculator, address book, notebook, macros, RAMdisk driver and other utilities. The cartridge format is claimed to save memory and operate faster.

The World of Atari was busy and profitable for most exhibitors throughout its Friday-Saturday run. The thriving Antic booth was showing upcoming ST graphics software from The Catalog -- **Cyber Paint**, a paint program that creates images for animation with Cybermate, and **Spectrum 512**, a smooth-lined, ultra-clear paint program that can display all the ST's 512 colors simultaneously.

How to find the SEVAC Meeting:



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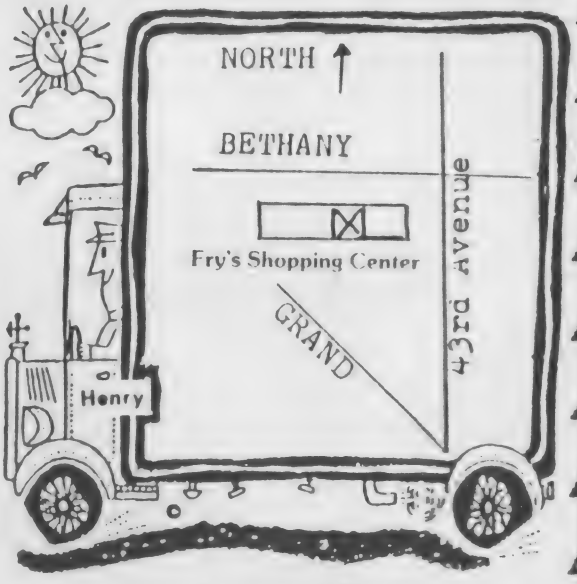

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Newsletter

Alamo Area Atari User Assoc.

1987 Meeting Schedule:

March 27	August 28
April 24	September 25 ← NEXT MEETING!
May 22	October 23
June 26	November 27
July 24	December (TBD)

Meetings are held at 7:30 in the Cafeteria of the San Antonio Savings Assoc (SASA) Bldg

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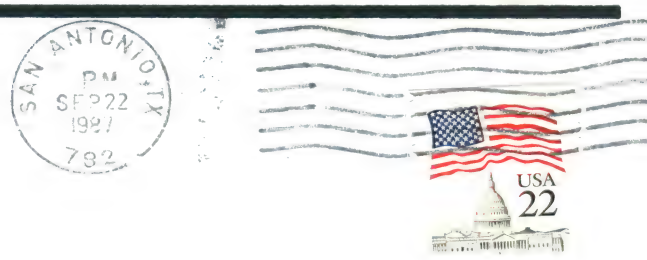

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The ALAMO AREA ATARI USER ASSOCIATION (AAAUA) is an independent ATARI computer user's association for users of 8-bit ATARI computers. AAAUA is not in any way affiated with ATARI, Inc. nor with any other commercial organization. Meetings are held the fourth Friday of each month at 7:30PM at the San Antonio Savings Association (SASA) cafeteria. SASA is located at 601 N.W. Loop 410 at San Pedro, San Antonio, Texas. Parking is available on the Lockhill-Selma (North) side.

Dues are $24 per year for an individual or family group. Membership includes a subscription to this newsletter and free access to the User's group Public Domain Disk Library, Educational Videotapes, Exchange Newsletters, Demonstrations of 8-Bit Atari related products, and AAAUA owned equipment.

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All correspondence including articles and exhange newsletters should be addressed to:

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Articles may also be transmitted by modem either directly or through a BBS E-Mail. The program of preference is ATARIWRITER PLUS, although other formats will be accepted. Call any of the officers for further information.

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AAAUA President's Corner

If you still have your AAAUA survey booklet, please bring it to this meeting. I have only received 16 booklets and I would like to publish the results before I leave office in November. The survey results will be based on the booklets that I have in hand at the end of this month's meeting.

Please read the following notice which came about as a result of a meeting on 19 September, to which, the entire AAAUA Executive Committee was invited.

19 SEPTEMBER 1987

NOTICE TO ALL USERS AND
MEMBERS OF RAAUG AND AAAUA!

During the meeting on 19 September, the decision was made to consolidate the existing San Antonio 8-Bit User Groups!

Because of the lack of membership support in contributing to the needs of the various groups, the executive committees have decided to actively pursue this change. This plan will happen unless we receive a sufficient number of written objections from ACTIVE dues-paying members of these Groups, otherwise, the vote of those members present at the NOVEMBER meetings will be binding. This is your only formal notification of this constitutional restructuring unless you attend the club meetings in October & November. If you choose to submit a written response, be sure to include your membership number and expiration date on any correspondence related to this issue. As AAAUA memberships expire one year from date of payment (not every January, like RAAUG), an "ACTIVE" AAAUA member must have an expiration not EARLIER than SEP 87 in order to vote on this issue in the November convention.

This change in Atari 8-Bit User Groups will begin in November, 1987. As with the September 1987 meeting, the November meeting will be a JOINT meeting of RAAUG & AAAUA. The meeting will begin with the ratification of a new constitution and adoption of bylaws, followed by elections of the new officers of the new Group.

Each, group, of course, will conduct its own vote on merging into this new SUPER 8-Bit Atari User Group. Assuming the only REASONABLE result, the change will become effective immediately following these votes.

RAAUG AND AAAUA MEMBERS...BE SURE YOU ATTEND THIS MEETING! The new SUPER Group is where the action will be, so come help us make it a smooth transition. Notice will be given before

the elections proceed, as to what written responses were received as of the date of this meeting. When elections begin, you will be electing those officers to represent positions in the "new" combined group. Nominations for the offices are to take place at the October meetings.

Prior to the actual AAAUA and RAAUG votes on 27 November 1987, the new constitution and by-laws will be the subject of discussion. Please contribute to this discussion, as this new group is for you!

Majority rules in this decision. The potential of San Antonio is so great, we can't afford to put this off any longer! If you don't write to us to let us know your feelings (pro -or- con), it will be assumed that you agree 100% with the new group format.

To make the new group viable, we will be changing many things. this includes the name of the group, amount of dues, and most everything that is done when forming a new group. We need !YOUR! input this time! Let everyone know what your desires are so that they can be discussed and placed into reality.

The new group will be an 8-Bit Atari-ONLY User Group. This has absolutely nothing to do with dissent from the -ST- side of the Atari house, but the ST Group has specific interests that don't coincide with 8-Bit interests, and vice versa. We feel that this is fair.

Again, a combined 8-Bit Atari User Group is now forming. Please come to the next 2 meetings to help us set it up! We can't emphasize the fact that you "DO" have a vote, and we need your help in getting it on the road.

If you have paid dues in advance in your current user group, they will be honored in the new group, since all funds should be combined. More on this at the meetings. However, this is a voting matter and if you don't show up, again, we can only conclude that you approve.

If you have something to say between the meetings that you attend, please write to:

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Write TODAY! Don't wait! Give us your ideas and desires! But, most of all, come to the meetings and give us the support we need to make your desires a reality.

XM301 WARNING

From the POKEY PRESS! 1987
by Paul Alhart

(Reprinted from ZMAG, #49, 4/27/87)

If you own an XM301 modem, you may own an electronic "Time Bomb". After a rash of hardware failures last month, which included smoking a disk drive and two printer interfaces, I found the cause of my problem to be my XM301. The modem worked fine, but was killing off my system, piece by piece.

The reason has to do with the thirteen wires coming from the serial I/O plug, although only nine wires are actually used by the modem. The other four wires have about 1/8 inch bare wire showing, and are just hanging around, unterminated, waiting to touch something they shouldn't. I have checked other XM301 modems and this condition existed in them too.

Here is what to do immediately:

With all power off, remove the two screws from the bottom of the modem and lift off the plastic case. Inspect the wires where they enter the modem. You will find that four of the wires are not connected to anything. If these wires have any bare metal showing, cut it off. Be careful to keep the cut-off pieces from falling into the modem. Next, tape each wire individually, so that it cannot possibly touch any other wires or parts in the modem. Put the modem back in its case, replace the screws, and you are done. I have written to Atari regarding this problem but have not received a reply as yet.

[Note: This may be an isolated problem, but when I checked my modem I found bare wires looking for trouble. I found heat shrink tubing worked best. If you own an XM301, I highly recommend checking for this potential disaster now!-ZMAG Ed.]

THE STAR MICRONICS NX-10

by N. Van Dost Jr.-JACG

Reprinted from JACG July 1987 Newsletter

Although my Centronics 739 is still chugging along, I just went out and bought an NX-10. The reason, super graphics and great print. My shopping was done at the Meadowlands Computer Show. Prices were competitive, and ranged from $229 to $189. Towards the middle of the show, most dealers tried to match the $189 price. The Centronics to Atari 850 cable was obtained from another dealer for $10.

Naturally, I couldn't wait to get the box open and start printing. The box contained a sheet on unpacking your printer. I highly advise reading this first, as it tells of the three shipping spacers which have to be removed before you power up. Also enclosed were a manual, 239 pages and a plastic user's guide for the control panel operation.

The front panel consists of; ON LINE, PAPER FEED, MODE, BOLD, and power indicator. The power indicator glows orange when the power is on or blinks when the printer is out of paper or some other error occurs. The BOLD key and indicator selects boldface printing. The draft indicators (80,96,136)-glows green to indicate the number of characters per line when the printer is in the draft mode (set by the MODE key). NLQ indicator glows green when the printer is printing in Near Letter Quality mode (set by the MODE key). Paper feed key advances the paper one line at a time (On-Line indicator off) and consecutive lines when held down. Online key and indicator sends a signal to the computer when it can or cannot accept data.

Features available during Off-Line after power up are; Micro-feeding, forward and reverse, Form-feeding, and Margin setting. Features available while turning on the power are; Self test (two different), Hex dump mode, Panel mode, Italic mode, and Italic panel mode.

The printer has an easy to install ribbon cartridge which sells in the $8.00 range. Both pin and tractor feed are standard. If you are one of those persons, like me, who uses mostly single sheets in their printer, you'll fall in love with the Automatic Paper Loader. Just set the sheet on the tray and move the release lever to the front most position and BINGO, your sheet is loaded.

Under the ribbon on the left are two sets of DIP switches, so you can match your printer to computer. Some functions are: Enable download characters, 8 different international character sets, standard and IBM mode, page length, paper length, and auto linefeed with carriage return.

The user's manual is well written, with many examples to help you get the most out of your printer. There's not much more that I can say in praise of the NX-10, except I compared a NLQ letter I printed against the print from one of the IBM Selectrics at work and it was hard to tell which one was the STAR.

ANTIC Copyright Policy!

(Reprinted from the May '87 issue of the Eugene ACE Newsletter.)

by Leo Newman, HELP BBS Sysop (316) 683-7514

I hope this article will be published by other user groups nationwide. I think it is time we encourage a letter writing campaign to "Antic Magazine", much the same way as they encouraged us to do so in an effort to get more 8 bit software produced by Electronic Arts a couple of years ago.

As many of you may know, I run the HELP BBS, a purely PUBLIC DOMAIN BBS. It is extremely difficult to find good quality PUBLIC DOMAIN software for our computers on a regular basis. "ANTIC MAGAZINE", prior to April of 1984 did not claim copyrights to their software printed as type-in programs in their magazine. But, in an attempt to force users to type in their programs or buy their DISK issues, has decided they own exclusive rights by virtue of copyright to their programs.

I can certainly understand their claiming copyright laws to their programs. This should only be expected. However, they refuse to allow these programs to be placed on any type of PUBLIC ADDRESS BBS for downloading or to be placed in any club library without prior written permission. Having been refused by virtue of not receiving an answer to my request, I assume no one is going to get such permission. Supporting this conclusion is the fact their EDITOR wrote to the MACE Club and demanded all ANTIC programs be removed from their BBS under penalty of law.

Some of you may know that ANTIC is a member of the SPA, Software Producers of America. The forming of this organization was to track down and prosecute BBS's around the country who were placing commercial software on their systems for downloading. I heartily agree with their idea and support them fully, being a software producer myself. However, I do not see why ANTIC MAGAZINE can't adopt the same practice as ANALOG MAGAZINE of allowing their programs to be placed on public BBS's and in Club libraries in the month the magazine was printed for.

I want to point out ANALOG MAGAZINE also sells Disk issues, so there is a possible loss of revenue for them as well

ANTIC. I also have to admit I am tired of reading the IO umn (reader feedback) in ANTIC and seeing them hype their programs. I can't blame them for wanting to make money, but what is their CATALOG for?

For those who want to write to ANTIC MAGAZINE, please address your letters to the attention of:

James Capparell
c/o Antic Magazine
624 Second Street
San Francisco, CA 94107

In your letter be sure to indicate you feel Antic should allow their type-in programs to be placed on BBS's and in club libraries in the same manner as their most fierce competitor, ANALOG MAGAZINE. Maybe with this type of input they will see past the dollar sign of selling a DISK issue into the future of retaining their readership!

I want other clubs to pick up this article and reprint it in their newsletter! We need more than one voice to get a response. We did it once before when ANTIC cried for our help! Now we would like to see the same cooperation from ANTIC!

WRITE TODAY!!!

Editor's Note: I believe Antic has always copyrighted their original programs. Some confusion might be caused because ANTIC for many years included many public domain programs in their type-in listings. The right to distribute those public domain programs from ANTIC never has extended to their copyrighted programs. If a copyright holder permits distruibution of a program by a BBS to anyone who calls, the copyright will be lost forever. The only way they can maintain their copyright is to prohibit such copying. ANTIC may well have contracts with authors of copyrighted materials which can be violated by ANTIC either permitting or acquiescing in the distribution of those programs by BBS's.--JB (ACE)

--- End of Reprint ----

ANTIC recently dropped the price of its DISK subscription from $99.95 to $79.95 per year, and from $12.95 to $5.95 per single issue disk. -Ed

WAS IBM THE FIRST?
by Al Sherrill

If you're thinking about computers, I don't believe anyone would claim they were the first. Depending on how you define "computer", the origin goes back dozens to hundreds or thousands of years. But IBM may have another distinction(?).

There are many examples of the consumer public taking a trade name and applying it generically to other similar products. For example, "Kleenex" is frequently used to refer to any facial tissue; "Xerox" likewise is applied to many duplication processes, and "JELLO" for any gelatin desert. But how many examples of the reverse can you think of; i.e. a generic term applied to a specific product by the manufacturer? It seems IBM has done this when they named their personal computer a "PC". Then later, as you know, COMMODORE and ATARI both followed suit and came out with their "PC". But, was IBM the first?

It indeed would be strange to hear of a CAR car, or a HOUSE house, or a SHOE shoe. But no one seems to notice when IBM et al refer to their products as PC pc's. Now don't get me wrong, I think IBM is a fine company with a great reputation. As the saying goes, "no one ever got fired for buying an IBM system". And, likewise I believe that both COMMODORE and ATARI are great machines and much better than is generally acknowledged. (I'll let you guess my favorite.) But it still seems a little strange to me to see a generic name applied to their products.

Of course, up to this point, this article has been a little "tongue in cheek". But what does aggravate me is when many of the tech writers fall right in line when they write about personal computers or personal computer software. One has to read through most of the article in order to determine what system they are referring to only to surmise (by various clues in the article) that they are writing about the IBM PC and not some other system. Are these people unaware that there are other personal computer systems? I can't believe that! Are they ignorant of the capabilities of other computers? This could be the case but still difficult to understand. After all, they must know something about computers and the computer market, mustn't they? Could it be that they are biased? What would be the motivation for that? Could it be that the belief that the ATARI is only a game machine invaded the thinking technical mind? What could cause them to apparently conclude that the IBM is the only system in existance? I think that it is absolutely inexcusable for an independant professional technical writer to make such an unfounded assumption. Perhaps they have fallen prey to belief by many that the other machines are either just toys or game machines. This is difficult for me to understand in face of overwhelming evidence to the contrary. Perhaps "Advertising" (or the lack of it) is partially to blame. But, isn't it sad that so many people unquestionably accept what others write without engaging brain? But if that's the way it is, then maybe it would be good for everybody if ATARI (and some of

the other companies producing good products) as well as all of us did a little more "shouting from the roof-tops". I still get a little agitated when I hear people make uninformed remarks about the "game machine company" that went out of business." Grrr. Oh well, I guess I'll break and go have some SOUP soup with CRACKER crackers.

Interview conducted by Ron Kovacs of Zmagazine with Chuck Leazott from Network: Atari Hard Disk User Group

---

RON: Good day Sir, Please tell our readers about the HDUG, and why you started this User Group?

MRZ: OK, (DEEP BREATH). HDUG (HARD DISK USER GROUP) IS DESIGNED AROUND SYSOPS THAT HAVE THE YEARNING TO OPERATE A HARD DRIVE WITH THE ATARI COMPUTERS.

IT'S REALLY FOR EVERYONE WISHING TO RUN A HD, BUT ARE AFRAID TO START DUE TO A LACK OF KNOWLEDGE.

WE STARTED THE GROUP AS A RESULT OF A CONVERSATION WITH TOM HARKER AT ICD. SINCE THEY ARE NOW SUPPORTING HD'S, WE NEEDED A PLACE TO COORDINATE ALL THE HD ACTIVITY. THUS, HDUG WAS BORN. I HAVE TO GIVE CREDIT WHERE CREDIT IS DUE, AND IT WAS REALLY TOM'S IDEA. SINCE HE DIDN'T REALLY HAVE THE TIME, I TOOK IT UPON MYSELF TO GOPHER IT.

RON: Were you running a BBS system before HDUG existed?

MRZ: YES, I HAD A SIMPLE SYSTEM (STARTED WITH AMIS, OF ALL THINGS).

AFTER TALKING TO TOM, I BOUGHT A HD.

I'VE BEEN INTO BBS'N SINCE 1982, AND STARTED WITH A SINGLE 1050 (AND "NO" RAMDISK). USING ATARI DOS 3.0 DIDN'T REALLY TICKLE ME.

RON: I know what you mean!!! What would a perspective HD user get out of joining this user group?

MRZ: WELL, IT DEPENDS ON A LOT OF THINGS. THE NEWSLETTER IDEA IS A DEVICE SETUP TO SPREAD NEWS ON HD SYSTEMS, AND THE HOW'S, WHERE'S, AND EVEN WHY'S OF USING A HARD DRIVE RATHER THAN A FLOPPY/RAMDISK COMBINATION.

YOU HAVE TO REALIZE THAT IN THE FIRST PLACE, YOU HAVE TO HAVE $$$ TO GET THE HD, BUT IT DOESN'T HURT FOR TOO LONG.

RON: Sounds interesting, How about some information for membership instructions.

MRZ: SURE... WE CHOSE A VERY LOW COST FOR MEMBERSHIP. IT TAKES QUITE A BIT OF TIME TO GET THE DATA TOGETHER FOR THE NEWSLETTER (YOU KNOW ALL ABOUT THAT PART), AND PRINTING COSTS ARE NO PICNIC. SO, $18 FOR A 1 YEAR SUBSCRIPTION TO THE NL SOUNDED REASONABLE. THE NL IS CURRENTLY A QUARTERLY, AND SEEMS TO BE GETTING OFF ON THE RIGHT TRACK.

FOLKS CAN JOIN HDUG BY WRITING TO:

NETWORK: HDUG
5831 SUN BAY
SAN ANTONIO, TX
78244

WE ASK THAT YOU PLEASE INCLUDE ANY DATA THAT YOU WISH TO HAVE INSERTED IN THE NL. THINGS LIKE LOCAL BBS'S AND USER GROUPS. ALSO, IF YOU HAVE A HARD DRIVE SETUP, WE WOULD REALLY LIKE TO KNOW WHAT COMPONENTS IT CONSISTS OF.

RON: Talking about components, Do you include both 8-bit and 16-bit in your group?

MRZ: YES. IF YOU SUPPORT ATARI, WE SUPPORT YOU. ANYTHING AND EVERYTHING THAT ATARI EQUIPMENT CAN HANDLE IN THE HARD DISK INDUSTRY WE WANT TO KNOW ABOUT. ALL INPUTS COME FROM THE MEMBERS OF THE GROUP. IF YOU DON'T TELL US, WE DON'T KNOW.....YET.

RON: What other offers are available to members?

MRZ: OH, THERE ARE MANY DISCOUNTS ON PRODUCTS FROM LOTS OF FOLKS. ONCE WE ESTABLISH "RELATIONSHIPS" WITH COMPANIES, WE USUALLY CAN GET SOME FORM OF DISCOUNT ON HARDWARE AND SOFTWARE FOR THE HD SYSTEMS. FOR EXAMPLE, THERE ARE 2 NEW "BACKUP" UTILITIES DESIGNED TO HELP THE HARD CORE USERS BACKUP THEIR SYSTEMS TO FLOPPY AND HD.

FLASHBACK! AND HARDBACK (FROM ICD AND ORION MICRO SYSTEMS, RESPECTIVELY) ARE OFFERED TO MEMBERS WITH AT A SUBSTANTIAL DISCOUNT. ALSO, HARWARE IS OFFERD AT A DISCOUNT.

RON: I have received and read a few messages on the Zmag BBS about users looking for hard disk information and hard disk repair. Does your group assist with helping members or offering members repair information or a service?

MRZ: WELL, YOU HAVE TO UNDERSTAND THAT THE HARD DISK USER GROUP IS UNIQUE IN THE RESPECT THAT IT'S TOTALLY A "MAIL-ORDER" USER GROUP.

ANY CORRESPONDENCE IS ON MODEMS AND BBS'S THAT HELP SUPPORT US...LIKE YOUR SYSTEM. SO, WHEN A MEMBER HAS PROBLEMS OR QUESTIONS, WE CAN LEAD THEM TO THE RIGHT PLACE (AND CHEAPEST

TO GET THE PROBLEM SOLVED.

SOME THINGS WE CAN HANDLE IN THE MESSAGE BASES BUT OTHERS, OF COURSE, HAVE TO BE REFERED.

RON: What companies would you suggest (Hard Disks) for new hard disk buyers?

MRZ: HMMM...THAT'S TOUCHY, SINCE I DEAL WITH A LOT OF DIFFERENT PLACES AND DON'T LIKE PLAYING FAVORITES (EVEN THOUGH I HAVE SOME). BUT, LET'S SEE...ICD IS ONE COMPANY THAT WILL RESEARCH PROBLEMS WITH SYSTEMS THEY SELL, AND OTHER SYSTEMS THAT YOU HAVE. LURIE AND ASSOCIATES HANDLE THEIR NEW "BTL" HD SYSTEMS, AND OF COURSE THERE'S ALWAYS SEAGATE, INC., WHICH REALLY KNOWS THE IN'S AND OUT'S OF THE "THEORY" BEHIND HD SYSTEMS.

RON: Sounds like a lot of work for a new hard disk buyer.

I suppose you would suggest an MIO to your future HD buyers, are there any other interfaces available to Atari users?

MRZ: WELL, AGAIN...I HAVE MY FAVORITES, BUT THERE ARE NUMEROUS SYSTEMS TO USE. SUPRA HAS AN INTERFACE DESIGNED FOR BOTH ATARI 8/16 BIT SYSTEMS. THE BTL IS USEFUL, AND IS QUITE SIMILAR TO ICD'S MIO INTERFACE. SINCE I HAVE AN MIO, I HAVE TO SAY THAT IT'S PERFECT FOR MY NEEDS.

I'M NOT SURE WHAT THE DRIVE SPEC CAPACITY IS ON THE OTHER COMPANIES' INTERFACES, BUT USING SPARTADOS AND THE MIO WILL ALLOW A PERSON TO RUN A WHOPPING 128 MEGABYTES ON A $59.95 8-BIT ATARI COMPUTER WITHOUT A BIT OF TROUBLE. I RUN 120 MEGS.

RON: Before we terminate this interview, what features are available on the Network Atari BBS and what are the future plans for HDUG?

MRZ: WELL, WE'RE IN THE MIDDLE OF A CONFLICT HERE AT NETWORK... WE HAVE TO MAKE EVERYONE HAPPY, WHICH IS OUR BUSINESS, BUT TRYING TO FIND THE BEST BBS PROGRAM TO LET US USE ALL 120 MEGS ON-LINE IS A CHORE. CURRENTLY, LIKE YOURSELF, WE RUN THE OASIS BBS (SORRY KEITH AND EVERYONE ELSE).

THIS ALLOWS US TO HAVE ALL OUR D/L'S ON-LINE AT ONCE. KEITH LEDBETTER WILL SOON BE RELEASING A NEW VERSION OF THE 850 EXPRESS! BBS, AND WE ARE SLATED TO DO THE BETA TESTING SHORTLY. AS A MATTER OF FACT, I'LL BE DOING AN INDEPTH INTERVIEW WITH KEITH THIS COMING SATURDAY ABOUT THIS NEW SYSTEM.

WE'LL KNOW MORE AT THAT TIME. NOT TO DRAG ON, BUT I LIKE TO BE SURE THAT EVERYONE KNOWS THAT I SUPPORT "ANY" BBS THAT SUPPORTS ATARI. IN THE NEXT ISSUE OF THE HDUG NEWSLETTER WE'LL HAVE A COMPLETE REVIEW OF MOST OF THE POPULAR BBS'S, AND PIT THEM TOGETHER. YOU DECIDE WHICH SYSTEM SUITS YOU BEST.

RON: (Last question)

Do you have information about ICD news for the months ahead, and expectations on the user group?

MRZ: WELL, I CAN SAY THAT AFTER SPEAKING WITH THE CREW AT ICD, THEY EXPECT TO RELEASE ALL THE NEW PRODUCTS IN A MAD RUSH. I'VE BEEN TOLD THAT IT WILL BE BEFORE CHRISTMAS, BUT DON'T TAKE THAT WRONG. I ASKED TOM IF THEY WERE WAITING FOR THE XMAS RUSH, AND HE SORTA CHUCKLED AND SAID ABSOLUTELY NOT. ONE OF THE SLATED PRODUCTS, SPARTADOS 4 ELITE, HAS BEEN CANCELLED, BUT THEY WILL TAKE ALL THOSE FILES AND PROBABLY INCLUDE THEM INTO THE "TOOLS" DISK.

THIS SOUNDS TERRIFIC, AND I'VE SEEN SOME OF THOSE TOOLS IN ACTION AT THE ICD OFFICE. WE CAN EXPECT TO BE TREATED WITH AN ARMLOAD OF THINGS THAT WE'VE ALL BEEN PATIENTLY WAITING FOR.

AS FOR THE HARD DISK USER GROUP, I'M WORKING ON SOME "TOOLS" MYSELF, AND HAVE ENLISTED THE PROGRAMMING EFFORTS OF ONE OF THE "SLEEPER" PROGRAMMERS IN THE 8-BIT COMMUNITY. DON PEASLEY IS HIS NAME, AND YOU CAN ALL REST ASSURED THAT YOU'LL BE HEARING MANY EXCITING THINGS FROM HIM.

RON: Ok... Please give us your Network: Atari BBS NUmber and address again for those who probably read on past it.

MRZ: SURE..

NETWORK: ATARI
5831 SUN BAY
SAN ANTONIO, TX.
78244

VOICE: 512-662-9764
MODEM: 512-662-9765 (ANY TIME/BAUD)

NOTE: TO ALL YOUR READERS... PLEASE DON'T CALL MY VOICE NUMBER AT 3AM THINKING IT'S THE BBS. HEH.

RON: Ok Chuck, I want to thank you for this interview. I hope we have covered a few of the important aspects and will be calling on you after the release of your next newsletter.

MRZ: WELL THANX A MEG, AND I'D LIKE TO RAMBLE TO YER READERS FOR JUST A SEC. DO YOU MIND?

RON: Not at all!!!!

MRZ: OK, LET'S ME SAY THAT STARTING A HARD DISK SYSTEM FOR THE ATARI SYSTEMS, OR ANY SYSTEMS, CAN BE A TRYING THING. IT'S NOT SOMETHING THAT IS DONE EASILY, BUT ONCE YOU GET INTO IT IT'S REALLY PHUN! DON'T BE INFLUENCED BY OTHERS THAT HAVE HAD "TROUBLE" WITH THEIR SYSTEMS. GET THE FACTS.

DO IT SMART. GET ALL THE DETAILS "BEFORE" YOU BUY YOUR PRODUCTS. BECAUSE, ONCE YOU'VE INVESTED "MEGGA" BUCKS IN YOUR SYSTEM, YOU ARE STUCK WITH IT. LOOK AROUND. SHOP. SEE WHAT ALL THE RUCKUS IS ABOUT. DON'T BE HASTY IN THE PRODUCTS YOU PURCHASE. FIND A DEPENDABLE COMPANY THAT WILL REALLY "SUPPORT" YOUR HARD EARNED MONEY.

LASTLY, CALL ME... I'LL FIX YOU UP WITH ALL THE INFORMATION YOU NEED TO HAVE.

THANKS FOR THE TIME, AND A TIP OF THE HAT TO ANYONE THE BUYS ATARI!!

RON: Chuck, Thanks again. Good luck with the group.

MRZ: THANK YOU RON, HOPE ALL THE HDUG EFFORTS DON'T CRASH!! CHOW.

FINI

```
*****************************
*                           *
*   DOS 2.0/2.5 OPTIONS     *
*   Compiled from GLITCH    *
*    Feb. 1987, Vol #2      *
*   Compiled by "SNOOPY"    *
*                           *
*****************************
```

This is a complete description of the available DOS options under standard ATARI DOS 2.0S and 2.5.

Also included are helpful notes to get you through the rough spots, as if there were some.

A. DISK DIRECTORY: This option allows you to see which programs are stored on a disk. The drive number can be specified (1-4 for DOS 2.0 users or 1-8 for DOS 2.5 users with a RAMDISK.COM program). Be sure to type a colon (:) after the drive number, or all you will see is the number of free sectors left on disk drive 1. NOTE: If you accidentally hit ";" instead of ":", the same result will appear.

The use of Wild Cards is helpful. An asterisk (*) tells the computer to look for anything that matches, for example: MYFILE*.*. This will find "ANY" filespec that has "at least" the name =MYFILE= in it. Wild cards can be used in both the 8 character filename and the 3 character extender.

For instance, using "A*.BAS", the computer would list all files that start with an "A" and have the ".BAS" extender. Typing just the drive number, colon and hitting return at the "DIRECTORY-SEARCH SPEC, LIST FILE?" prompt will list all files on specified disk. Just hitting return will select drive 1.

Another wildcard is the "?", and replaces any "single" character in the filename or extender. Like:

MYFILE?.* will find such files as MYFILE1.BAS, MYFILES.COM...etc.

B. RUN CARTRIDGE: Choosing this option will return the computer to whatever cartridge is plugged into the machine. If no cartridge is present, it will go to the built-in BASIC (on XLs and XEs). If the machine was booted with the OPTION key held down, Basic is disabled and you will be told that no cartridge is present. Don't try to insert a cartridge after the machine is already on. This will cook either the cart or the computer.

C. COPY FILE: This option will copy a file from one disk drive to another, or from one filename to another on the same drive. Wild cards can be used in the same way as with the A option, but SHOULD NOT be used on the destination filename. If wild cards are used, the file will (should) have the same name on the new disk as it did as on the old one. If no wild cards are used, you have to give the name the program will be saved under on the new disk.

Example: "1:ATARI.BAS,2:AT.BAS" will copy the file ATARI.BAS from disk drive 1 to disk drive 2, where it will be called AT.BAS. The use of wild cards will allow multiple files to be copied. If you are going to copy programs on a one-drive system, use the "D" DUPLICATE FILE option and simply follow the prompts given.

D. DELETE FILE(S): Files can be deleted or erased from a floppy disk by using this option. Be sure you do not wa

the file before using this option. Wild cards can be used to multiple deletions, however BEWARE of the dreaded "*.*"! This will erase the entire disk. You'll normally be prompted before each deletion takes place. A program called DISKFIX.COM, available with DOS 2.5, can recover deleted files as long as another file has not been saved over the same space.

E. RENAME FILE: Allows you to change the name of a file on a floppy disk. Wild cards cannot be used here. Enter the disk drive number, colon, old filename, comma and the new filename like so:

1:ATARIFUN.BAS,2:BASICFUN.BAS.

F. LOCK FILE: Locks/protects a file so that it cannot be erased, written over, or renamed. This option will not protect a file from being deleted if you format the floppy disk (See option I). Wild cards can be used with this option.

G. UNLOCK FILE: Will unlock a file. Wild cards can be used here as well.

H. WRITE DOS FILE(S): Will write new DOS files (DOS.SYS and DUP.SYS) to a floppy disk. DOS.SYS is the file that tells your computer how to interact with the disk drive. The system cannot be booted with a disk drive that does not have some type of DOS.SYS on it. DUP.SYS is the program that shows your DOS menu. You can delete DUP.SYS to save disk space, but you will not be able to call up the DOS menu unless you use another floppy that has DUP.SYS on it.

I. FORMAT DISK: Be very careful when using this option. When the computer formats a disk, it establishes "sectors" that data is stored in. A disk must be formatted before it can be used. If you format a disk that already has data on it, everything will be lost forever. Always double check which floppy you have in the disk drive before using this option.

Putting a write protection tab over the notch on the side of an important floppy will prevent accidental formatting, and will also prevent any type of writing to the disk. Always label your disks so that you can easily identifiy each one and avoid slip-ups.

The only way to set up/format the RAMdisk is with the RAMDISK.COM program. NOTE: DOS 2.5 has two format options. These options will format in Atari dual density (1010 sectors) as opposed to single density (707 sectors). Do not use this option when using DOS 2.5 on anything other than an Atari 1050 disk drive.

J. DUPLICATE DISK: This option will duplicate the contents of one floppy onto another. This is Where RAMdisks are fun to use. DOS 2.5 will automatically format the receiving floppy when duplicating, while you must format the floppy before using this option with DOS 2.0. This option will "NOT" copy PROTECTED SOFTWARE. Only PIRATES (or honest people making legitemate backups) do that! If you are going to be duplicating many floppies, I suggest you obtain a sector copier program, as this duplicating function is rather slow and requires several "swaps" (unless using the RAMdisk).

K. BINARY SAVE: Only machine language programmers need to worry about this option. Simply put, this option copies the contents of a specified portion of computer memory to a disk.

L. BINARY LOAD: Loads a machine language (ML) program from floppy and puts it into memory. The program being loaded will tell the computer where in the memory to put it. If you wanted to run the DISKFIX.COM utility, you would choose "L", and then type "DISKFIX.COM".

Most binary files will have the extenders ".COM", ".EXE", ".OBJ" and ".BIN". In most cases, the .COM and .EXE files are "load and go" files which automatically run themselves once loaded. The .OBJ files are usually loaded and then acted upon by some other program, although this is not always the case. Refer to FINAL NOTE for some commonly used extender names (.EXT's).

M. RUN AT ADDRESS: Runs a ML routine starting at a specified address. Once again, only ML programmers need to concern themselves with this option.

N. CREATE MEM.SAV: This option creates a file called MEM.SAV on the floppy. What MEM.SAV does is save the portion of memory that is needed when you go to the DOS menu. When you return to BASIC (or any other programming cartridge you may be using at the time), the portion of memory used is re-filled out of MEM.SAV.

If you do any file transfers when in DOS, you will be asked if it is okay to use the MEM.SAV program area. If you tell it no, it will do the transfer using only the available empty memory. If you tell it yes, it will have more memory and can

do the file transfer more quickly. However, you will lose your program because it will have been over-written during the file transfer.

O. DUPLICATE FILE: Copies a file using only one disk drive. You will be asked what file to duplicate, and will be prompted when to swap disks.

P. FORMAT SINGLE (DOS 2.5 only): This will format a disk in single density (707 sectors). Performs the same task as the FORMAT DISK option in DOS 2.0. Once again, do not attempt to format the ramdisk.

A quick note here about single and double density sectors. Normally, a single density sector is 128 bytes long, and a double density sector is 256 bytes long.

---

* FINAL NOTE *

Here is a partial listing of some of the more common file extender names (.ext). It is by NO means complete, as new ones pop up every day.

.COM	Command File (load -n- go)
.BAS	SAVEd Basic
.LST	LISTed Basic
.TXT	ASCII Text (Sometimes .ASC)
.OBJ	Object Code (BINARY)
.SYS	System (Like DOS/DUP/AUTORUN)
.EXE	Executable file
.ASM	Assembler (or MAC/65)
.BIN	Binary (1's and 0's)
.DAT	Program Data File
.PRN	Printer File
.BAT	Batch File
.HEX	Hexidecimal (Numbers)
.FNT	Font (Char/Letter set)
.SRC	Source (Usually Assembler)
.MUS	Music
.DOS	Disk Operating System
.ARC	Archive (Use ARC / ARCX)
.DCM	Diskcomm (Not desirable)
.SCR	Scrunched File
.SCO	SpartaDOS Scopied File
.SHR	Shrunk/Shrink File
.DEM	Demonstration
.DOC	Documentation
.PIC	Koala Pad Pictures
.AMS	Advanced Music System
.BBS	Bulletin Board Utility
.ADV	Adventures

Any time a new type of program is created, along comes another new extender to learn. Keep your list updated, and remember these common ones.

.fin

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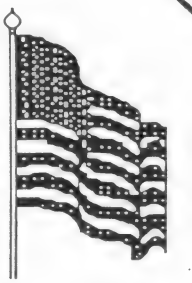

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an independent computer users' group

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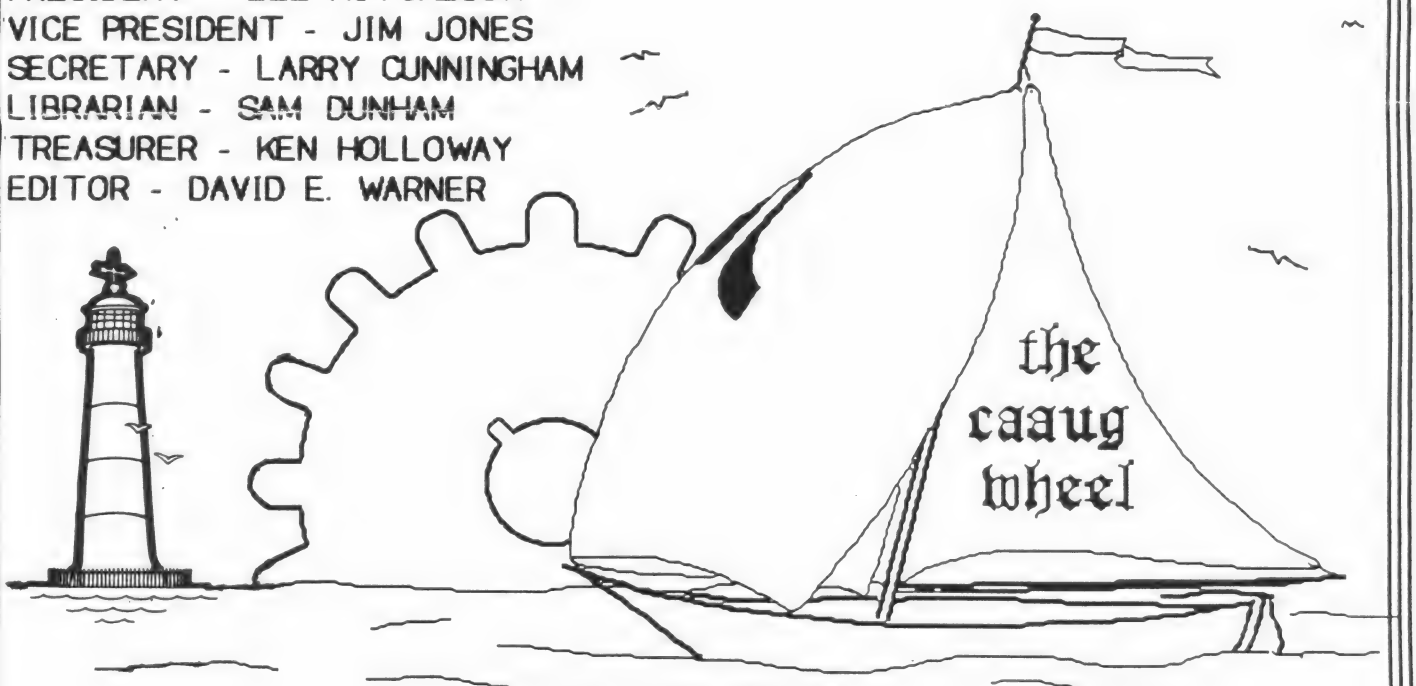

IN THIS ISSUE

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Librarians Corner
Software Reviews
Current News

President's Corner....

by Lee Hutcheson

Good News for Rotary Dialers:

Last month I told how to turn off the Call Waiting feature with a touch tone phone for the duration of a call by dialing "*70". This is a handy feature to prevent data loss or dropping of carrier detect when you are using your modem. Unfortunately, the telephone company representative with whom I spoke didn't know how to turn off Call Waiting with rotary dialing. Since that time, I learned how to cancel call waiting with a rotary dial phone. Let's review the whole process to temporarily cancel call waiting before making a call.

1. Listen for dial tone.
2. Touch-tone: Dial *70
   Rotary: Dial 1170
3. Listen for second dial tone.
4. Dial the number you want

Now, more good news--almost. Contrary to what I was told before, you are supposed to be able to cancel Call Waiting while a call is in progress. The big catch is you must be a subscriber to Three-Way Calling as well as Call Waiting. Assuming you have rushed out and subscribed to all these services, here are the procedures for temporarily canceling Call Waiting while a call is in progress.

1. Press receiver button for a half-second to put the call on hold.
2. Listen for a dial tone.
3. Touch-Tone: Dial *70.
   Rotary: Dial 1170.
4. Press receiver button for a half-second to return to original call.

WARNING: Putting the call on hold as described in step one will normally cause loss of carrier detect if the modems are already "talking." This will probably only be of use if you have made voice contact and subsequently decide to initiate modem contact. Additionally, this procedure will not work if a third party is already trying to reach you. Of course the best and "cheapest" way to solve this problem is the way I did. Cancel Call Waiting and your transmissions will never be disturbed. For the rest of you, I hope this information will be of help. Good luck!

Music To Type By:

Did you ever figure out a use for your 1010 recorder once you moved up to a disk drive? I know many of you have recorders sitting around gathering dust. Why not listen to music on it (or motivational tapes for you yuppies) while typing in those long programs from magazines or while writing your own programs? When in BASIC you need only type POKE 54018,52 to turn on the device. Then put in your favorite tape, press play, and listen to music while you type POKE 54018,60. NOTE: be sure to turn it off before running your program--it can interfere with some. Use your imagination. This POKE could be useful if written into many of your programs. For instance, an educational program teaching the kids spelling. Or perhaps as part of an adventure game--who says all clues must be written.

Quiz....

Just a short quiz for those who like them. I will give two free disks of your choice from the CAAUG library to the person with the earliest post marked correct answer to this months quiz. Many on-line computer services offer [illegible] Electronic Encyclopedia. W[illegible] is the name of the most commonly used encyclopedia and who is its publisher. Send entries to: Computer, P. O. Box 5142, Biloxi, Ms 39534. I realize this question favors modem users, but the information is available from other sources. Besides, it might be fun to learn more about modems.

Rent Before You Buy

You may be wondering if a modem or perhaps a certain piece of software is really what you want. Your users' group may be able to help you find out. We have an Atari XM-301 modem which you can rent and see if telecommunications are for you. It comes with everything you need, including software, to be up and running in just a few minutes. And you don't have to worry about long distance charges since the gest way to start is on local bulletin boards such as the Coastal Area BBS (388-3490). It's also a great place for downloading some good public domain software. And speaking of software; we also have software for rent. Titles include Blue Max, S.A.G.A. #2, Kennedy Approach, The Serpent's Star, Mig Alley Ace, Diskey, and Invitation To Programming. Check on this at the next meeting.

Desktop Publishing

Among the fastest growing areas of computer usage is Desktop Publishing. It is most appropriate, therefore, that this will be the feature topic of the August meeting. Be sure to be there!

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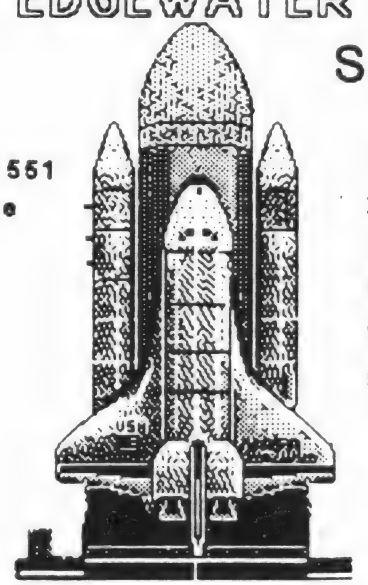

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Erratic Editorial

by David E. Warner

Well, it's summer, and seems like everybody is outside instead of playing with their computer. Well, almost everybody...you figure by this time of the year we are all tanned and healthy looking, right? Except for guys like me....keyboard fanatics who still get a sunburn from cutting the grass. Heck, it's the only time my skin sees daylight it seems! Oh yes, and Pamela does keep me interested in some of the more popular summer indoor sports too! Anyway, my only problems these days are IBM clones and hard drives. Somebody was singing about a land of confusion! Get one of these and find out. I love my purring little ST and Atari hard drive more and more each day. They just keep working right along, running the BBS.

And speaking of the BBS, things have picked up a bit on it. I think it is the online quizes and polls, along with a couple of games that game along. I will be expanding that area as much as I can. People like to see their name in lights when they have scored well on one of these. If there is a subject you would like covered, just make up about 15 questions with at least 4 multiple choice answers, and I will put them in the correct format and get it on the board. Look for a second quiz on BBS functions, one on States and Capitals, and another on computers coming soon!

More of the latest news!

News from Antic on Plato!

by Baron Sekiya, Hawaii

Just saw the Mega ST4 and the Laser printer this weekend here in Waikiki.

he Mega ST4

The Keyboard:
Very solid feeling keyboard. Very good keyboard feel. Not mushy. It doesn't click (ala IBM) or bind (ala Mac) and sort of feels like the keyboard of touch of a Zenith Z-100 (I didn't know what else to compare it to that I've used). You get a definite feel that the key has 'hit bottom' when you press it. Joystick ports on the rear of the keyboard recessed facing left & right. The mouse/joystick cord of the right port can be fed thru a groove under the right side like the bottom of some telephones run their cords. The kb connects to the mega via a 6 conductor phone-type cord that leads to the left side recess of the mega which also sports the cart port. It has wide feet under the rear of the keyboard. The kb is a little on the heavy side and the cord could be a little longer. Wish they put that cord connector on the front of the Mega.

The Main Housing:
A little bigger looking than I thought it would be. The color monitor sat on it with about 1" to spare on each side. It has a fan that could be heard in the quiet room but it wasn't loud or irritating. In fact I couldn't tell if the fan sound came from the mega or the Atari hard disk next to it. If you've seen photos of the mega then you know there are cooling slots on the top along the L & R edges. Near the left rear top there is a little hatch integrated into the slot design that pops open to reveal a compartment for 2 AA batteries. I presume it is for battery backed clock in the mega. The [illegible]S drive is very quiet and smooth running. The power switch (just like the 1040's type) is on the rear panel along with reset and the usual ports including MIDI. The only ports not on the back are: cart, keyboard. There is a hatch marked "expansion port" on the back. Unfortunatly didn't get to see the inside of the case.

New Additions:
The new ROMs were in the mega. You can hold down the mouse button on the down arrow of the window and it will scroll line by line (I heard it doesn't with the old ROMs). Not much else to say about the new ROMs.

The 'Options" drop-down window has a 'blitter' selection to toggle on or off the blitter chip. The blitter chip was in the mega but Gary Tramiel told some that none of the software there was "blitter-ready". But, we tried moving a screenfull of NeoChrome pictures and it seemed smoother with the blitter 'selected'.

The computer did 'bomb-out' a couple times when I fooled around with Pub Partner on the screen. 3-4 cherry bombs came out forcing a reset. Not sure if the problem was the mega or Pub Partner itself. The mega was connected to the Atari Hard Disk.

The Atari Laser Printer:
The ST is connected to a box that looks like Atari's modem/80 col. card box. It says 'Laser' on it and has a light on it's front. It's job is to connect to the ST's DMA port then connect to a DB25 connector to the Laser Printer. The small box also has a second DMA port so you can daisy-chain to a hard disk.

The Atari Laser (AL) is about the size of an Apple LW+. It has both a sheet tray and single sheet feeder on the front end. The other end is

where the small box plugs into. It seems to eject the output out the top (didn't get to see it in action since I got there very late). Saw some samples and they looked VERY GOOD. Nice dense blacks, in fact so dense that it looked like the toner was starting to 'cake-up' on the paper. Didn't get to see graphics since they didn't have the proper printer-driver for the AL. It has the same universal operating symbols as found on the Apple LW: paper jam, busy indicators, etc. Looks like a real winning combo w/the megaST.

Game Machines:
Also displayed were the XE game machine w/keyboard, redesigned 2600 and 7800 systems. Wasn't very impressed with them. The XE played 8-bit computer carts, the 2600 played old 2600 carts, the 7800 played old 7800 carts, although it did have a better joystick rather than the old high-tech joystick. The XE machine had a very nice light gun that plugs into the joystick port.

More stuff:
The megaST2 when released will have empty sockets so you can upgrade it to a 4meg machine. Megas will be very limited quantity end of Aug w/more comming in Sept. Most megas will be going to software/hardware developers.

Laser:
Atari is talking with Adobe to arrange for use of PostScript language w/the laser priner. Since it's a dumb priner I would assume the postscript will be in the St & not the laser printer.

Microsoft Write:
MicroSoft is doing the development of MS Write (a Mac port of MS Word v 1.05). It is VERY LOW priority for Microsoft. They send a copy to Atari who checks it for bugs then returns it to MS for debugging. Atari then waits a month for MS to send a newer version for debug testing. Back to MS for another month, etc.

The Atari PC:
Not at the show but they said an October shiping date is possible.

SX212 modem:
May be released in Sept., but Atari's Gary Tramiel was rather hesitant about the answer.

XEP80 (80 col for 8 bit):
Should be shipping in August.

XF551 (8-bit ds/dd drive):
This 360K 5.25" disk drive for the 8-bit Atari's should be released by the end of August. It will have Atari's new ADOS developed by OSS.

DTP:
Ready-Set-Go! v3.0 by Manhattan Graphics should be ready in about 90 days. It is an ENHANCED version of the Mac RSG v3.0 that has more features than the Mac.

DBASIC Update for ST Programmers

An updated version of DBasic has arrived. If you are interested in a copy and have already gotten your manual, contact Dave Warner. It you have not gotten a copy, then it is available for $10.

Future updates will include converting a DBasic file into a TOS binary file (of course there will be a program to do the opposite!).

How about a mod for your 1050?

1050 FRONT PANEL SELECT SWITCHES by Dave Jones, G.R.A.S.P. Member

Ever wanted to temporarily add a drive to your system and needed to change the drive select switches but had to disconnect the drive in order to get access to the switches? Would you like to format and write to the back of a disk without having to cut a notch? Could you appreciate the assurance of knowing that the software that you are running can not possibly format or write over data on you disk? With this hardware modification on your 1050 Disk Drive you can select with front panel controls any of four drive number designations. Also, you have manual control of write protect and write enable without the need of disk notches and tabs.

Parts and Supplies:

S1,S2,S3 - Radio Shack SPST micro miniature toggle switches CAT No. 275-624 ($1.59 each). 1 resistor - any value from 500 ohm to 1500 ohm. 3-18" jumper wires / 1-12" / 1-6" / 1-3" jumper wire. Solder / Electrical tape.

Disassemble drive, remove front panel. Drill three holes into panel each 3/16" diameter. The hole for the write protect switch (S3) should be located as far left as possible on the left side of the panel. The holes for the drive select switches may be located anywhere on the lower right beveled edge of the front panel. These two switches will be easier to operate if located at the same level and more than 1.5" apart.

Install switches into holes in front panel. Secure each switch with one lockwasher on the inside and one nut on the outside. The switch on the far left, the write protect switch (S3), should be installed with the two solder lugs oriented downward. Of the remaining two switches the switch to the left will be designated S1, the switch to the right is S2. S1 and S2 should be oriented so that

the solder lugs are to the left. Test that the write protect switch (S3) toggles vertically and that S1 and S2 toggle horizontally. Tighten all nuts. Hold front panel up to the drive mechanism to check for proper clearance around switch solder lugs.

Remove circuit board from case. Push the plastic hooks apart to free the circuit board. It may not be necessary to disconnect the molex connectors. Just rest the drive mechanism on top of the metal shield. Holding "the works" as a unit, lift up and flip it over to expose the underside of the circuit board. At the rear corner near the I/O connector there are six pins attached to the drive select switch. Four pins share the same solder pad. Attach a wire 18" in length to one of these four pins, solder, and label the other end of this wire "GROUND". To each of the other pins not part of the four, attach wires 18" in length and solder. For the wire connected to the pin closest to the I/O connector, label the free end of this wire "1". The free end of the remaining wire should be labeled "2". Turn the circuit board back over and locate the molex connector labeled J11 on the board. It is the one closest to the front of the drive in the long group of molex connectors. Cut the second wire from the front of this connector at a point 1.5" form the connector. Strip a small amount of insulation from the free end of the wire attached to the connector. To this attach a wire 12" in length and solder the resistor to the free end of this wire. The wire that was cut from the molex connector will not be used, so just insulate the end with electrical tape. Use tape or heat shrink tubing to insulate the connections at each end of the 12" wire.

Replace "the works" into the lower case. Be sure to line up plastic pins and hooks for circuit board and place drive mechanism so that it locks into position over the metal pins. Route the three long jumper wires under the circuit board over to the right side so that the free ends are hanging over the right side of the lower case. The wire with the resistor attached should be routed along the left side of the case and the end going out the front of the case.

Bring the front panel with the switches mounted close to the front opening of the drive. Complete the wiring to the switches as follows: Solder wire end labeled "1" to a solder lug on S1. Solder wire end labeled "2" to a solder lug on S2. Solder free end of resistor to a solder lug on S3. Solder wire end labeled "GROUND" and a wire 3" in length to the unused solder lug on S2. Solder the free end of the 3" wire and a wire 6" in length to the unused solder lug on S1. Solder the free end of the 6" wire to the unused solder lug on S3. Insulate exposed connections with electrical tape. Replace front panel and top cover while routing wires away from areas where they could cause problems.

Switch Positions:
The drive select switches on the back of the drive must be set to the "DRIVE 1" position. S3 Write Protect Switch - down is normal (protected) - up is write enable.

DRIVE 1 - S1 LEFT - S2 LEFT
DRIVE 2 - S1 RIGHT - S2 LEFT
DRIVE 3 - S1 RIGHT - S2 RIGHT
DRIVE 4 - S1 LEFT - S2 RIGHT

Battery Backup for your computer

COULD YOU US A BATTERY BACK UP?
By Dave Porter

Newsletter of the New Orle[illegible] Atari Users Group

When I first got my ATARI 400 in 1981 I for some reason felt portability would be nice. That is, not be limited to the old fashion AC line cord. I did rig a 5 volt DC power Jack and the kids could play Pac Man in the Van on vacation using a portable TV. Of course once I realized I needed the very popular 800 and the 810 disk drive I kind of forgot the portability idea and time went on. Then one day I bought the new Indus GT disk drive and after carelessly plugging the Atari transformer into the Indus by mistake I realized the Indus used 11.5 volts DC. Once again the wheels turned and I realized the kids could now use not only the computer with cartridges but also games on disk.....Big Deal!!!!

Actually at the time that was all my Atari meant to me, it was a toy for the kids and occasionally I used it to write some letter my secretary didn't have time to do and since I dictated everything typing skills were not that important to me. Now things are different. I have become completely devoted to my ATARI collection of computers. When I first got the new 800 XL any idiot could see you could not accidently plug the wrong transformer into the XL. Instead the transformer stated right on top 5 volts DC. I again become interested in battery power and proved to myself this was rather heady even if not practical. One question kept me from bragging to all my friends that my XL could run batteries.....Why???

Just recently somebody proposed in a newsletter article simple dry cell battery back up in case of some power problem from the good ol' utility company. In New York they call it "brown outs". Actually, in the New Orleans area we are lucky I

really don't remember ever losing data to a brown out and since I don't risk using my computer during thunder storms I haven't lost power ever while computing. Additionally, I feel lucky, but until someone gave me a surge protector I always felt I needed something else first.

So then what is this article for? You may want to consider battery back up power for the reason I built one for a friend of mine. His 2 year kid recently unplugged his computer with two hours worth of composing and key strokes in memory. I once told my wife she could use the extension cord (that at the time had my computer plugged into it) and with out a thought let her unplug my computer with 13 pages of word processing document in memory unsaved of course. For those reasons or if you happen to feel unexpected power failure is likely to ruin your important work before you save it this may be for you.

The article I referred to above unfortunately I can't locate to give credit to. However, that article was very short and unfinished. In fact it may even be dangerous. In this article the author suggested using four cell battery holder and shorting out one cell so that you actually used only three batteries. the thought here was to use standard flashlight batteries which are suppose to be 1.5 volts and three would provide 4.5 volts. Since the XL.XE computers use a 5.0 volt supply four flashlight batteries would provide 6.0 volts and therefore too much power. This is all true but his comments in closing the article tells the user to beware. "These batteries tend to get hot if you compute with these three cells connected for any length of time." ??? Why? Because standard dry cells were not meant to be recharged and when connected in the manner he suggested that is precisely what was being done. A simple diode would have done the trick but still there was one additional problem. The author said the batteries would preserve memory but due to the lower voltage would would not power the normal cpu display. Again this was true but again a simple fix is indicated.

Hence my suggestion lets you use four nickle cadmium rechargeable batteries. These four batteries are rated at 1.2 volts per cell and therefore will give 4.8 volts when used in series. (End to end) Sure these batteries are more expensive but for less than the cost of a box of cheap no name disks you can do the whole thing and only once. Flashlight batteries will only work their life cycle and then need to be replaced. About $10 even at the most expensive retail prices should do this project. A lot less if you shop right.

Before you blindly do this, or before any of you more technical users question if I did my homework, let me say this only to give you some confidence in the idea. I am a degreed engineer and have attended schools on nickel cadmium batteries for both application and maintenance theory. And over the last 15 years I have developed several ni-cad (nickel cadmium) circuits for use in medical, marine, and field monitoring instruments for the oil production industry. In fact one typical benefit for using a ni- cad parallel system is it is one of the more reliable le voltage stabilizers available. That is this circuit will provide excellent protection from small increases or decreases in supply voltage thus protecting your computer not just the data.

I experimented with several complex circuits but this application is so straight forward not really necessary. The most challenging thoughts were really limited to where did I want to make my battery connection. I considered putting my double A (AA) 500ma batteries inside the XL/XE case but space is limited. For simplicity sake I suggest the following method.

Use two crimp splice connectors. These are used in several automotive applications, everything from trailer light connections to the new cyclops stop light connections. All you need is two such connectors from Radio Shack or automotive parts house, a four cell battery holder, four nicad batteries, and a small length of flexible zip cord wire.

Take a small hobby type knife or thin knife blade and split the insulation along the grove of your Atari power supply about six inches from the din connector that actually plugs into the back of the computer. If you do this you will not have damaged the insulation in any way but rather separated each of the two main wires supplying the 5.0 volts DC to your computer. No wire skinning is necessary on the power supply if you use these crimp type wire splices. One side of the power supply cord is clearly marked with a white stripe. This stripe is the plus 5.0 volt connection and should with the crimp splice be connected to a short length of wire to the plus end of your batteries. If you do this correctly success is guaranteed. Just make the other connection to the opposite wire and opposite end of your batteries and you should be finished.

You may get by on the smaller double A size batteries but they will only power the typical XL/XE for about 23 minutes. More than enough time to save your data during short duration failures.

(Remember your disk drive won't work either). If your failure is limited to some careless unplugging at the wall, this would be plenty of time to reclaim your system without loss of data. On the other hand, you could use some surplus batteries found in your unused grass clippers out in the garage, these sub C size batteries will provide complete computing power for up to one full hour or more. Additionally these batteries will not over charge and can be left connected permanently. Like your electric toothbrush, connected like this the batteries will receive a very small charging current both during and after computing and should be fully charged, ready and available at all times. Figure the charging current to be approx. 65 milliamps with your computer off and about 58 milliamps with it on. This amount of charging current should not put any noticeable strain on your power supply and falls right in accepted limits for what is called a "C 10" charging rate. That is ten percent of the rated batteries capacity. The slight variance in charging current is due to the small drop in output voltage when the computer is operational. I have used this setup for several weeks now and have enjoyed the confidence I have knowing my wife won't place my system in failure mode using the vacuum cleaner, and your two year old can pull on my wall cord without me having a heart attack.

I have not seen the new ICD MIO ram card that uses the parallel bus on the XL/XE but I understand it has its own power supply. Since we are using extended ram with this card, battery backup may be beneficial here as well.

Coastal Area BBS

601-388-3490

Software Review...

CARDIAC ARREST! by Vic Albino, BRACE/STDIO from Puget Sound Atari Newsletter Mad Scientist Software 2063 North 820 West Pleasant Grove, UT 84062 (801) 785-3028 $69 For Both the 8-Bit and ST Computers

CARDIAC ARREST! is one of the most realistic computer simulations I have ever seen on a personal computer. You assume the role of an emergency room physician leading a highly skilled team of medical professionals. Whether or not your patients live depends solely on the decisions you make. The drugs, procedures, and laboratory work are realistically depicted. Yet despite all the realism, this simulator is remarkably easy to use. This makes the program both highly educational and fun to play.

One of the most fascinating things about CARDIAC ARREST! is that it is targeted to two entirely different audiences. On the one hand, it is advertised as a training simulator for medical personnel such as physicians, nurses, ambulance drivers, emergency medical technicians, military corpsmen and others who can use it as a training aid to attain ACLS (Advanced Cardiac Life Support) certification. However, it also reports to be entertainment software for laymen who would like to try their hand at playing doctor. After evaluating CARDIAC ARREST! from both perspectives, I have come to the conclusion that it actually manages to fulfill its claims to both groups. I was assisted in my evaluation by several ACLS certified physicians and nurses, many of whom appreciated the entertainment value of this program as much as its educational aspects. In fact, it is difficult to separate the learning from the fun; and this, I believe is one quality inherent in truly good educational software.

You are given the opportunity to choose from a database of 45 different patients with various kinds of medical problems. You may pick an easy, difficult or pediatric patient; or you may select a specific type of disease to treat. There are cases of ventricular fibrillation, myocardial infarction, hypoglycemia, hypothermia, narcotic overdose, coma, and many others. What is more, each patient reacts differently each time you revive him so that there are many more than 45 different cases on the disk.

After providing initial treatment, you may decide to transfer your patient to the ICU (Intensive Care Unit) if you think he is ready. At this time you will be told the results of your orders on the patient, and given suggestions for improvement in your care plan. One nice feature is the ability to re-select the same case again so that you can try to improve the patient outcome. This immediate feedback and second chance really facilitate the learning process.

Fortunately, the simulation is not carried out in real time. Every order and press of the return key advances the time one minute. For a beginner, this is essential since much time is taken up looking for treatments and drug dosages in the manual. Before too long, however, one begins to memorize the correct procedures and drugs, and the manual becomes less important. The program accepts completely typed out English commands, common abbreviations, and generic and brand names of cardiac

drugs. This is no multiple choice quiz. It is a simulation of a real treatment situation. Either you know what to do or you don't. You can make errors, and, if they are blatant enough, the nurse may question them. However, just like in real life, she is not there to tell you what to do. It is hour responsibility to direct the treatment team. Treatment flowsheets are provided with the documentation, but doctors usually have a nurse who keeps track of this important information, and they did not want to leave the keyboard to write it down.

Speaking of the manual, it is excellent. The author, Bruce Argyle, M.D., has done an exceptional job of presenting difficult material in a very clear and easily readable form. There are sections on diagnosis, treatment, laboratory procedures, pharmacology, and cardiac anatomy. The section on reading EKG's is especially helpful. The 52 page manual is nicely bound in an 8-1/2x11 three- ring binder and even includes a pronouncing glossary.

In summary, whether you are a health care professional seeking ACLS certification, or a layman who wants to learn about one of the most interesting aspects of medicine and have fun at the same time, CARDIAC ARREST! is the program for you. There are many computer simulations available today. In some you fly a plane, in others you command a submarine or run a nuclear power plant. Still others put you in charge as the administrator of a city or even of an entire country. However, CARDIAC ARREST! is the only simulation I know where you can gain real medical knowledge while "saving lives." It represents a quantum leap in interactive medical education.

The "Look and Feel" Dilema...

THINKING ABOUT COMPUTERS by Bob Haynes The Access Key

MAMA DON'T 'LOW NO LOOK-AND-FEEL HERE

At a recent APESIG meeting, your talented Newsletter Editor was treating the assembled multitude to an on screen look at some code he had written in C. Some of the members were about to step outdoors for some real excitement - watching the grass grow - when he cut away from the listing and ran the program. Instant electrification. On the screen there appeared a well-known public domain graphics demo written in BASIC about five or six years ago. Talk about clones. Mr Stomp's creation LOOKS like the original. It LOADS TO THE SCREEN like the original. The Doublemint twins are easier to tell apart. But it is written in a language as different from BASIC as Italian is from English.

At the same meeting, ACCESS Treasurer Kim Beatty made favorable mention of an article in COMPUTE! magazine. The article showcased a half dozen versions of a program, each written in a different ST language.

As anecdotes, the foregoing instances won't draw any chuckles. But they are relevant to the latest wrinkle in the Piracy Wars: Look- and-feel. The software industry needs to throw a necktie party for the idiot child who came up with this non-concept. In case you have been vacationing in Bora Bora the past six months, our peerless courts have ruled that a program that looks and feels like an already-published program violates copyright laws. Period. Beginning of (prison) sentence. So, we have Lotus suing a couple of companies on the grounds of look-and-feel. In turn, Lotus is being sued for looking and feeling like VisiCalc.

Guys! Guys! Listen up! The time to turn upon your lawyers is now. Throw the rascals out. Don't let them do this to you - sue one another into bankruptcy, that is. The supreme irony may come when a clone maker sues an "original" programmer for copying the clone's improvements.

Let's face facts. Look-and-feel is one monumental hunk of legal Swiss cheese. Start with the front end. Now that they have been alerted, clone makers will find that changing the look of a program is surpassing easy. A different color background, an altered character set, two-column menus (rather than one), a rearranged order of items on the menu, changes in nomenclature. Thus, "Press SPACEBAR to continue" becomes "HIT escape TO GO ON." And so on, almost ad nauseum. As to the "feel" of a program, what does that nebulous term mean, exactly? Input method? Order of commands? Output or product? Bells and whistles? Documentation? As Humpty Dumpty said to Alice in Wonderland, "Words mean whatever I say they mean." Humpty Dumpty was obviously a judge.

No matter. A couple of days' work by a hack programmer can change the "feel" of a program to the point where the "original" programmer can't recognize his/her own brainchild.

Recall the clone mentioned at the beginning. We have a plainly absurd state of affairs. Your editor would be subject to a lawsuit if his "copy" written in entirely different code were not in the public domain. But the

clone maker who inserts a few cosmetic changes without altering the essence of the code would go scot free.

Another joker in the deck is the word AND. It's surprising that some defense attorney somewhere has not grabbed hold of the significance of that little connective. A plaintiff must prove that both look AND feel have been ravished by the brutish clone maker. This renders the clone maker's job twice as easy. Change the "look"; change the "feel". Take your choice. And the plaintiff's case joins the baby alligators in the sewer. If I seem to have a soft spot for clone makers, that's because I do. Why? Because clone makers have improved the breed in both software and hardware. They have helped to force prices down to what they SHOULD be. And they have provided competition that has forced the originators to improve their own wares much faster than they would do otherwise/have done so. (As a footnote, isn't competition what made America great? Isn't it UNAMERICAN to stifle competition - as the software and hardware pros and their legal hit men are trying to do?)

We know that clones are superior to the "original" products, either in lower price or in quality - usually both. We know this because the makers of the "original" products claim that the copies are inferior. Note the consistent use in this piece of quotations marks around the word "original" . About 99 and 44/100% of all "original" program code is derived from earlier sources. But do these sanctimonious hypocrites acknowledge their debts to their sources? Is the Pope a Buddhist?

**Programming challenge: Create a program that looks like an existing program and feels like that program - but does something altogether different.

**Question to ponder: Springboard has openly stated that it will not release an Atari version of of NEWSROOM.

Could Springboard sue a company that published a NEWSROOM clone for Atari? Could they loose the case?

[One thing I would like to add: it is to the advantage of the USER if different programs of the same type have the same command structure, similar menus, etc. It makes life easier if he doesn't have to learn a completely new set of commands. Y'know, two different models of car with standard transmissions have pretty much the same "feel" - steering wheel and gearshift are in the same place - thank God! Is there a case for a lawsuit there? - The Access Key Editor]

Your computer and Amatuer Radio...

ATARI AMATEUR RADIO INTERACTION
By Ed Glambotski Reprinted from SLO-POKES, the newsletter of the San Luis Obispo Atari Computer Enthusiasts

(Editor's note: I know there's been a lot of interest over the past couple of years about breaking your Ataris free of the phone lines that bind them, allowing your words to roam free over the airwaves. Unfortunately, in the discussions about packet radio on local BBS's;s, there's been a minimum of hard facts thrown about. The following article will give those interest a good introduction on the he subject of packet radio. Also, an amateur radio-using friend of mine told me a couple of weeks ago that the FCC had modified their license requirements for use of some of the packet radio bands, so it should be easier for the average person to get involved in this fast growing computer application...)

The question often comes up: "What else can we use my Atari computer for besides games?" Perhaps we pose that question in an attempt to justify having a home computer. On the other hand, it may be a continuing challenge and excuse to play with these expensive toys. Regardless of the personal drive, "Packet Radio" is another fun utility for the computer. What is packet radio, you ask? Well, let me lay it on you.

Packet radio is a utility whereby the computer interacts with an amateur radio transciever. Don't stop reading because you are not a Ham radio operator, because this is technologically interesting in a work a computer does for you when thus programmed. Packet radio is a fancy form of radioteletype. It requires your Atari computer, a packet control until (called a TNC, and commercially available at a number of third party companies) and an amateur transciever. A disk drive and a printer are helpful, but not essential. Packet radio gets its name from the fact that each transmission consists of a "packet" of digital data, including call signs or the originating station, the destination station, and any relaying stations in between.

There's virtually no interference. When you're connected with someone, your TNC will recognize and interpret only those packets addressed to you. You'll hear the other going by, but nothing will show up on your screen. since each packet is a brief bust, there's room in between your packets for the packets of other stations. So, one frequency can support several messages simultaneously (time

sharing). The TNC will also ignore any packet that doesn't "add up right". Part of the coding in each packet is a "checksum" that your computer reads. If the packet is garbled in any way, the checksum will be wrong and your TNC will refuse it. Ok, now what do we use this lashup for?

All this adds up to a system for message transfer virtually error free for at least the following tasks: ---Packet Bulletin Board Systems of any distance, leaving out Ma Bell (and her tab). ---Electronic Mail - Sent/Received - During these activities, you need not be at the station at the time of transmission. emergency traffic (fire, earthquake, etc.) information can be sent error free. ---Up/downloading computer programs. In summery, I might say the user can transfer information between stations without the need of the telephone system (twisted pair) at a baud rate of up to 9600. Amateurs are using this means internationally now, and it is just a matter of time before CB radio users take off with it also.

Give Your 8-bit Multitasking!!!! Capability....

WHAT'S A LINK?
By Bob Crowell
THE R.I. REPORTER

Like many of you who are reading this, I have more than one Atari 8-bit system. In my "Computer Room", two systems are set up side-by-side in an L-shaped arrangement, so by simply turning my chair, I can use either keyboard.

In my own version of 8-bit "multi-tasking", quite often one computer is booted up as a Word-Processor and the other is booted up with EXPRESS! terminal software. As such, I can capture any text while on-line with a BBS, condense or alter it in some way in the word-processor, and then re-upload it in a more polished form, all without logging off whatever BBS I was on.

Unfortunately, this has always involved a lot of disk-swapping between systems; not difficult, but rather inconvenient if you do it a lot. I have always felt there was a need to be able to link two independent systems, but there has been no way for me to accomplish it...until I created "LINK".

LINK is a relatively simple switch-box that allows me to switch ONE disk drive between TWO separate Atari 8-bit computers. Since this isn't intended as a "construction"-type article, I won't get into circuit diagrams or specific electrical precautions to take, but I will discuss what I did in more general terms. If you think you'd like to tackle the construction of a LINK, you can contract me through this newsletter, or on the RIACE BBS, for more details.

I had determined some time ago that even though the standard Atari serial I/O cable has thirteen connections, only FIVE of them are used by the computer to communicate with disk drives and many other peripherals! (Data In, Data Out, Ground, 5v.+/Ready, and Command) A 5-Pole, Double-Throw switch and the proper connectors are the only things needed.

The best way for you to visualize this device would be by comparing it to the standard switchbox most of you use to connect your Atari to a TV: with that switch in one position, your computer's RF output is connected to the TV's antenna input, and you see the computer's display; with the switch in the other position, your actual Antenna (or Cable) is connected to the TV's antenna input for regular TV watching. That switchbox happens to contain a Double-Pole, Double-Throw switch to switch the two antenna wires, while the type of switchbox I'm describing now requires a 5-Pole, Double-Throw switch, to switch the five wires in the serial I/O cable.

The easiest way to make my device would have been to use three I/O cables, cutting one plug off each, and just soldering the appropriate wires at the cut ends to the switch. Then, the switched cable would plug into the drive, and the other two cables would go to their respective computers. That would have worked just fine; but I chose another route.

I happened to have an old, broke n 835 modem, which had 2 I/O ports built in, and which would provide me with a snazzy case for my device at the same time. I decided to cannibalize it, totally isolate the ports, build my switch inside, and use half of an old I/O cable to connect to the drive. It actually turned out better than I'd hoped; I didn't even have to drill any new holes in the case! The switch protruded exactly where the power switch had been on the old modem, and with the addition of some stick-on letters (I covered the "Atari 835" with the word "LINK" using the press-on letters from a videocassette), it looked like a stock Atari item!

I assigned my old Atari 810 drive (set up as Drive #2) as my LINK drive, and it sits between the two systems, next to my LINK box. Now, with the switch set to the right-hand position, I can capture text on-line and save it to D2: ... then, I slide the switch

to the left-hand position and load the same text into my word- processor from D2: ... All without touching the disk!

By the way, since the 810 "parks" its read/write head on track 39 when not Busy, I leave a disk in the drive all the time now, so LINK is always ready to go. (Some disk drives leave the head at the position where it last read or wrote, and if the drive powered up in that condition, it could "trash" the data on the disk.)

Because I already had a disk drive connected to each of the computers, it was appropriate that I assigned the LINK drive as Drive #2, but it should be noted that this same LINK device would allow the use of a single drive between two computers WITHOUT any other drives. These days, when Atari 8-bit computers are available for $50 or less, it might come in handy to be able to share a (relatively) more expensive disk drive! However, if you do this, I caution you that you must be VERY careful when switching between computers, since any open disk files combined with disk swapping could effectively DESTROY the data on your disks. Be forewarned!

LINK turned out to be a incredibly simple and cheap device that really makes my computing more convenient, and hence, a lost more fun! And isn't that what Home Computing all about?

Bits and Pieces...

Interactive MicroSystems is offering a new product called "Font Partner". It will allow users to easily create printer and screen fonts for SoftLogik's Publishing Partner, and should be available by the time you read this.

Interactive MicroSystems
P.O. Box 1188
Canyon Country, CA
91351-2600
(805) 298-7357

Terrific Corp, is the manufacturer of 1 meg upgrades and internal clock cards for the Atari ST series. They are offering discounts for users group members of 25% on EZRAM 520 memory upgrades and Ztime 520 or 1040 clock cards. They also offer a 20% discount on the X-10 powerhouse controller for 8 bit users and a 20% discount for the Z-port Digital I/O controller for the Atari ST series.

In addition, they carry 3' adn 6' Atari drive cables which can also be sold at a discount to members. They expect to release more Atari products in the future. For more information, contact:

Terrific Corp.
17 St. Mary's Ct.
Brookline, MA 02146
(617) 232-2317

Seventeen Ways to Kill Almost Any Organization.....

1. Don't attend meetings. But if you do, arrive late.
2. Be sure to leave before the meeting is closed.
3. Never have anything to say at the meetings: wait until you get outside.
4. When at meetings, vote to do everything, then go home and do nothing.
5. The next day, find fault with the officers and members.
6. Take no part in the organization's affairs.
7. Be sure to sit in the back so you can talk things over with a friend.
8. Get all the organization will give you, but don't give the organization anything back in return.
9. Never ask anyone to join the organization.
10. At every opportunity, threaten to resign and try to get others to do the same.
11. Talk cooperation, but don't cooperate.
12. If asked to help, say you haven't the time.
13. Never read anything pertaining to the organization.
14. Never accept an office, as it is easier to criticize than to do things.
15. If appointed to a committee, never give any time or service to this committee.
16. If you receive a renewal notice, ignore it.
17. Don't do any more than you have to, and when others use their abilities to help the cause, howl because the organization is run by a clique.

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The COASTAL AREA ATARI USERS' GROUP is a non-profit, independent group of owners, users, and other people interested in the Atari Personal Computer Systems. We are in no way connected with, nor receive any financial support from ATARI Corp. This newsletter is published monthly for members of the group. Opinions expressed are strictly those of the authors. Advertising deadline is the 20th of the month preceding publication. Rates: $15.00 full page; $8.00 one-half page; $5.00 one-quarter page. For more information, contact David E. Warner at (601) 388-6159.

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(ACROSS FROM THE LIGHTHOUSE ON HIGHWAY 90)
SECOND FRIDAY OF EACH MONTH, 7:30 P.M.
BILOXI CHAMBER OF COMMERCE

COASTAL AREA BBS (601) 388-3490
Monday thru Thursday 6:00 p.m.
until 6:00 a.m. 24 hours weekends

****

Bay Area Atari Users Group

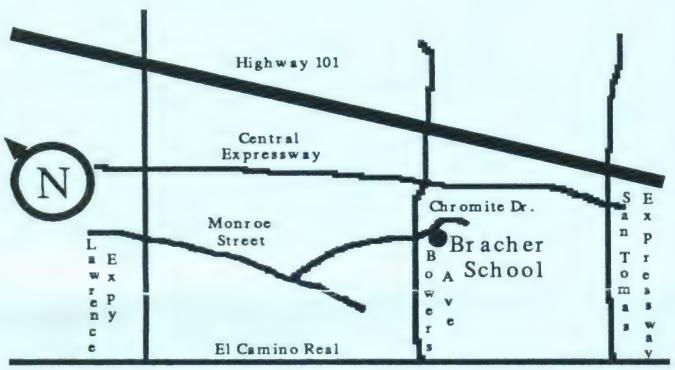
$2.00 USA

NEWSLETTER

August 1987

ATTENTION !

Meeting Location



Next Meeting - Monday - August 3, 1987

Bracher School Cafeteria

Corner of BOWERS & CHROMITE

in SANTA CLARA, CA

fom 7:00 P.M. to 9:45 P.M.

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Baaug was founded by
John Crane & Clyde Spencer

Inside This Issue:

- o Meeting Minutes
- o Chicago 'Fest' Cancelled
- o Knarf's Korner
- o New Format
- o Pub Partner Import
- o And More ...

Bay Area Atari Users Group

THIS IS A NOTICE THAT THE ATARIFEST, ORIGINALLY SCHEDULED FOR CHICAGO ON THE 25TH AND 26TH OF JULY, 1987, HAS BEEN OFFICIALLY CANCELLED.

There were several reasons for doing this, but FIRST and FOREMOST, let me dispell three major rumors that have been spread about the 'Fest in Chicago.

FIRST: The 'Fest in Chicago did NOT at ANY time have any problems with the unions. This is a rumor spread out of Michigan through a misunderstanding on their part, and has not at any time been true.

SECOND: Last Spring, a Wisconsin group started rumors that the Chicago 'Fest was cancelled - at THAT time. WRONG! It may be now, but not previously.

THIRD AND FOREMOST: ATARI DID NOT PULL THE PLUG ON THE CHICAGO FEST. The decision to pull the plug was made by the two Chicago area groups that did all of their work - Lake County Atari Computer Enthusiasts (LCACE), and the ChicagoLand Atari User's Group (CLAUG). It is my understanding from Neil Harris, that at least one downstate Illinois group has been spreading the 'Word' (read RUMOR) that Atari Corp. pulled the plug. Not true. Atari DID advise us that if the fest looked real shaky that it might be best to drop the show and reschedule, but it was our decision. This we chose to do.

WHY THE 'FEST FAILED

There are several reasons why the 'fest failed. We had planned the show to be held in a local Ramada Inn. Now, I don't know how much of a guarantee other groups in hotels had to give, but the best deal we could come up with was a 100 room per night guarantee plus a substantial fee for the 12700 sq. ft. hall. This IS high compared to other cities, but very reasonable around here. We went with this for several reasons. There were NO unions to consider. The Hotel was within a couple blocks of O'hare airport, and within a mile of several Interstate highways. Food and rooms were available on the premesis.

To cover the expenses of the hall, booths, power, etc., we had to have a minimum of 30 vendors to pass the break-even point. As of 15 June, only 5 had bothered to commit with money - the rest gave a bunch of excuses about not scheduling budgets more than 30 days in advance, and the like. What these companies fail to realize is that we needed their downpayments in advance so we could cover our own expenses. What it finally came down to was that we were looking at a $6000.00 committment for the hotel alone, with only 5 vendors. Our phone calls and letters to the lagging companies failed to do any good - they wouldn't even send a downpayment. Last October when Sandi was in town, we were told that if we had trouble getting vendors to commit, that Atari would give them a push for us. In May, we went to Sandi, and were told then that she couldn't do that, and we were on our own. We found out too late from Neil Harris, that this was NOT the official Atari position.

Secondly, The groups involved were spread out over too wide an area. In all, there were over 300 miles between the northernmost (Militari) and southernmost (BASE) groups with CLAUG, LCACE, SCAT, and RACC in between. Those of you who are thinking about organizing a fest, keep that in mind. It is impossible to keep in good contact over a large distance without running up extraordinarily large phone or gas bills. We also had a problem with meeting attendance. When the meetings were held after the Suburban Chicago (SCAT) meetings, almost all six groups attended (except Militari, who only attended two or three meetings through the whole course of events). When the meetings were unanimously scheduled after the CLAUG or LCACE meetings, SCAT, RACC, and Militari never showed up - even when there was no conflict with their own meetings - and these accounted for half of the committee meetings. You cannot communicate if you don't show up for the meetings. Bear in mind that all attending groups agreed on the next meeting dates and places before a time and place was definitely set.

Lastly, if a group volunteers to perform a specific job, it is up to them to make sure it is done. In our case, Militari volunteered to copy and compile the packet for our second mailings. After they volunteered, we never heard from them again. The Suburban Chicago group volunteered to do the first and second mailings to vendors, and the mailing to dealers - in short, to fill the hall with exhibitors. They also volunteered to do all the printing and the ticket design to help fulfil the obligations of the Rockford group. The second vendor package mailings were eventually done by LCACE instead of Militari and SCAT,) and the printing was done by CLAUG and LCACE. To top it off, we found out on 6 June that the tickets had not even been designed yet - much less had any printed for pre-show sales (a VITAL part of our plan,) nor had they done any dealer mailings - after telling us for well over a month that it had all been taken care of.

In view of the short time before we could no longer cancel, the lack of support from Sandi, absolutely NO advance ticket sales and the fact that we were hitting a stone wall with vendors (other than the 5 we had) we decided to cancel. We are currently thinking of completely re-organizing the committee with a rescheduled date next year, but nothing has been decided yet. If we do reschedule, you can bet there will be several MAJOR changes made from the first attempt.

If you have any questions, comments, or (hopefully) suggestions, leave mail on GENIE to G.FEID, on CompuServe to number 74146,162, or on the 'Once In A BLUE MOON' BBS at 312-457-2219 - 24 hours a day, 300/1200 baud.

New Importer for Publishing Partner

by F. P. Nagle

After having used Publishing Partner for some time, and having gone through the editing necessary when importing text files, and using the Import Accessory that didn't seem to work right all the time, I decided to write my own import program to work with any ASCII file that does not use right justification.

The rules for using this program are simple. Use your favorite word processing program to write your articles, then save it in ASCII format. DO NOT USE RIGHT JUSTIFICATION.

At the end of a paragraph, enter THREE carriage returns. Why three, well I had a SPECIAL request for the ability to enter headings without a blank line between the heading and the text. So, two carriage returns will produce the special effect of a heading without a blank line, while three carriage returns will give you a blank line between paragraphs. The program was written in Personal Pascal, and will be made available through the BAAUG ST disk of the month. It will also be available on the BAAUG BBS when I have a chance to upload it.

The program itself is fairly easy to use, there is only one item in the menu, FILES, and it has two options, CONVERT or QUIT. When you select CONVERT, a file selector box will open up for you to select the input file. Once you have done this, the program will prompt you for the name of an output file. Enter any legal file name here (suggest the extender be .TXT since that's what Publishing Partner is looking for).

Once you have done this, the program will run fairly quickly to convert the file, and you will be presented with the blank screen again. Just QUIT the program, run Publishing Partner and import your new file. Of course you may still have some changes to make to finalize the layout, but I've found that all the work I've done lately has been acceptable for Publishing Partner with little effort.

NEW LOOK FOR BAAUG

by F.P Nagle

This month we are trying a little different approach to the publication of the newsletter. After writing a conversion program to import files into Publishing Partner, both Joe and I decided to try and put the entire newsletter together using PP.

This is the result that you now hold in your hands. As I write this article everything so far has been put into PP format. After saving all the files and articles to disk, we then approached B&C Computervision to print the files out on their laser printer. This was the original then submitted to the printer for duplication. We would appreciate hearing any of your comments regarding the print size, style, etc. We are especially interested in readability of the document.

Until next time ----

HAPPY ATARIING

Editors Note: The following articles have been downloaded from some of the national services for inclusion in our newsletter. Hope you find the information helpful.

#: 66890 S5/Business Users 16-Jun-87 21:11:04
Sb: Info on PC-Ditto Fm: David and Sandy Small 76606,666 To: Pc-Ditters

I spent awhile on the phone with Avant-Garde (like three hours) talking about PC-Ditto, so I thought I'd pass some info along, since there's a lot of curiousity about it.

Jerry called me up from Comdex and said it was amazingly good. He'd done all the things like under the table for a PC or inside for an 8088; it's a software emulator, all right. Then, he got a bunch of his own software to test it on.. and lo and behold, it worked. He ran LapLink and DesqView on it, and while he says it's slow, it does work. Apparently the emulation is at the chip level.

The guy who did it is an ex-IBM'er and sales type -- he was a pro salesman, believe me -- who's working on it with his wife. Mom and pop shop, so to speak. They've had lots of marketing offers and are very very busy. Don't expect to get through on the phone, it's always busy.

My own experience with emulators is that you lose a 4X in clock speed with necessary overhead. So I'd expect about a 1-2 Mhz IBM out of this. The good thing is that I/O is done at 68000 speed, 8 Mhz, so it will only appear slow when you get computation-bound..like recalcing a spreadsheet. Burt just copying files, etc, it ought to scream along pretty nicely.

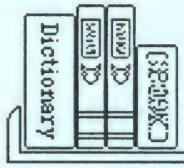
The big thing that they told me was they wanted everyone to know they weren't connected at all with the MS-EM people. Apparently they had received mucho negative feedback on that other product.

They've tested and certified it with lots of different IBM products; they went through a top-40 IBM product list and it ran all that stuff. The guy who's doing it sounds technically competent and is a good salesman.

Caveat: this is all based on a telephone conversation, but he does know what he's doing with emulators, and it's for real.

I'd suggest getting them online on CIS a.s.a.p. to answer questions. It sounds like it'll be a good product.

-- Dave



For Your Information

(This review has been reprinted with the permission of the Faster Disk Magazine. For more information contact Frank Cohen, the author of Regent Base on Compuserve (72457,3171), Genie (FCOHEN) and Delphi (REGENTWARE).)

REVIEW OF REGENT WORD II

by Normand Brassard

After offering the Atari ST users several programs such as Regent Spell, Regent Word and Regent Base, REGENT SOFTWARE has now released a more sophisticated word processor, the Regent Word II.

The software comes on one disk, well packaged and with a short and concise, but accurate instruction book.

After booting up Regent Word II and without even reading the document (which is something that, of course, became very useful later), I noted the simplicity of the program and its user friendly quality. I loaded an old ASCII file on it, to realize that a nice standard format took place on the screen with a 5 spaces left margin and the old right margin preserved.

I started editing the text to immediately appreciate the incredible speed of the EDITOR, scrolling up and down as well as deleting and moving words and large blocks. The speed at which these operations took place, I had never seen before on the ST and this, I thought was the first major advantage of Regent Word II.

So after reading the instruction book, I discovered and explored the second big quality of the software, the use of a buffer system where it places the blocks and then deletes them or replaces them in the new selected location on demand.

I found this use of the buffer a great advantage for the situations where changing location of a block or multiple re- copying of the same block was necessary.

The third major quality is in fact its footnote capacity, top or bottom page or right in the text. I found this application a very useful feature that has not been available on a simple fully GEM supported Word Processor on the ST yet.

Regent Word II also offers a large selection of printer drivers immediately available at the click of the mouse from the print drop menu.

An impressive selection of "19+1" printer drivers is already supplied with one "other" for non standard printers. Also, the option of changing or creating a driver is supported.

Furthermore, Regent Word II is also file compatible with Regent Base and a mail merge capacity comes as a great asset to the software.

The word processor, in spite of its exceptional simplicity, comes very complete with full information on board, like word count, pages and lines, a document save option in ASCII or Regent Word format, an editing menu with insert mode, type over mode, a block editor with copy, move and style and the document rulers at the top of the first page, releasing the informations on the status of the document formats (margins, page breaks, headers and footers and justification on or off).

The Search drop menu is also available with the search and replace options for one or many words. Also a Special drop menu is found. This provides several useful options.

A 30,000 words spelling checker is included as well as many other interesting additions like a basic calculator, a help function as a commands definitions reminder and keys for each function, a unique alphabetize function to put names or items in alphabetical order and a go to line # function for programmers.

So, you can see from the description above, that Regent Word II is undoubtedly a step forward in the field of word processing on the ST.

In spite of that fact, it is not free of weaknesses. For instance, the one complete crash that occurred while editing and using the back space key at the same time as the mouse could not be explained and we must confess that we could never repeat the incident.

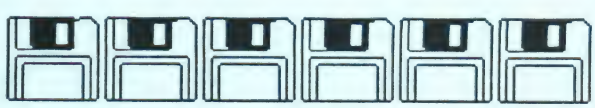
Another point that could be considered weak is the absence of support for graphics, but this can be qualified as a little beyond the purposes of a word processor. It would still be a considerable asset to the software.

Finally, Regent Word II doesn't support ASCII code characters like "ESC" codes. However, aside from these little inconveniences, the program is certainly a first choice for a day to day high quality word processor.

Hopefully, you can draw your own conclusion from this review. I haven't tried to describe here every feature of Regent Word II, as the instruction book that comes with the software serves that purpose very well. I have simply insisted on the features that have impressed on me the most, and I'm aware of the incompleteness of the "description". Try it and see! It may very well prove to be the word processor YOU are looking for!

Regent Word II is a trademark of:

Regent Software
7131 Owensmouth #45A
Canoga Park, CA 91303
(818) 882-2800



STABLE MOUSE

by Matt Chandler

TURBMOUS.TXT

I recently made the change to a new (and modified) mouse for my 1040 ST.

Always mad because Kensington did not come out with a Turbomouse for the ST - I called them, and they said they have no such plans - I decided to do something about it.

While paging through the Computer Shopper, I noticed a little ad placed by ZEBRA SYSTEMS, and they were offering a "converted WICO TRACK BALL" for 29.95, that would work with the ST.

At that price, I was afraid it would be a piece of junk, only to find out (when it arrived) that it was a very high quality track ball.

When I plugged'er in to the ST, it worked fine! "Great," I said to myself. Now I finally have a "sort" of Turbomouse.

But the two buttons for the trackball were on the top left side, and the modification Zebra Systems did were to make the extra button - it origanally had only one button - right below the factory made button. This button was about 1/4 the size of the unmodified one. Every time I "reached" for one of the buttons, it took time, and sometimes I would brush the trackball with my palm.

"No good," I said to myself. Off to Radio Shack. I asked the clerk if they had any micro-switch buttons about the size of a flipper button on a pinball machine. No such luck.

I went to 2 local electronic wholesalers, and they also said they did'nt "really" carry anything like this.

I forgot about it for the next 2 days. Who in the heck would have what I needed - in case you have'nt figured out what I was looking for, I was searching for 2 buttons that I could re-locate on the top of the mouse case, to make it easier to hit the buttons.

Having a "brain-storm", trying to think if I had any thing around the house that would work, it finally "clicked".

Went to the front door, opened it, and pressed the doorbell. Wha-la!! I quickly went to the local hardware store (I was in such a hurry, I forgot to take a shower) I asked this young kid (I think he was high) where the doorbells were. And I found two buttons that cost me a total of $3.80 .

Sped home, and proceeded to take the top cover off the Wico Track Ball. I decided to mount these "doorbell" buttons on the lower right and lower left sides of the track ball. The wireing consisted of screwing two wires to each doorbell. The mounting of the doorbell switch was nothing more than drilling two holes (for the doorbell) and one hole in the middle (for the wires) for each doorbell.

Put the cover back on, and plugged the Trackball into slot one, thinking to myself that this would now dominate that slot.

The results. It works GREAT!!!

The 2 doorbell buttons are raised in such a way that, while resting my hand on the trackball, my thumb and finger rest on the casing of the doorbell buttons, and kind of "suspends" my fingers above the ball, giving my a very great deal of control of just where I want the cursor arrow to go. Very stable. If I was'nt too busy, I would market this myself but anyone can do it, so it's not the great of an idea.

Anyway, I left the previous buttons still attached, as I did not have caps to put over the holes that would result if I removed them.

Also, I think it works as well (dare I say better?) than the $100.00 Turbomouse. My brother has a MAC with the Turbomouse, and I've used it quite a bit. I can say the this conversion seems to have more stability while rolling the ball. And it's stationary!! No more running in to disks or ashtrays, while trying to pull out of a spin in FSII. And the total cost I incurred was $36.95 !! , plus time involed.

One warning. If you do this, open the trackball face up, and watch for the springs that will fly out if you're not carefull. I must admit, I still can't figure out where the springs go, but it works just fine without them. I think they have no funtion. If anyone does this, let me know if you know were (and what) the springs are supposed to do.

Also, if you try this and have any problems,

send to the E-mail number below, although you should'nt, as it is so easy! Or just let me know what you think. I would be neat to make a good contribution to the network, as I have learned so much from it.

Also, here is a list of things I used and needed for the conversion.

1- Wico Trackball (for the ST) from Zebra Systems they charged me $29.95 plus shipping. They said it was backordered, but took no more than 10 days.

Phone # 1-800-235-2330

Total cost--------$32.95

2- Doorbell buttons. Part # 126 oblong push button. 2-3/4" x 3/4" (they are not that big)
Made by Eagle Electric Mfg. Co. INC.
Long Island, N.Y. 11101
(or just go to the hardware store, and see what they have).

Total cost--------$ 3.80

4- 1" long thin bolts with nuts for mounting the doorbell to the casing.

Total cost--------$ .20

Total cost of conversion----------$36.95

One more thing. If you have to drill out the doorbell holes in order to make a larger bolt fit through it, be careful!! Doorbell buttons are not made like they used to make'em.

This conversion is thereby named "STablemouse" (I get to name it, because I thought of it first (I hope).

Good luck!

Matt Chandler (72667,3321 on Compuserve or "M.Chandler" on Genie).

P>S> You're going to like it!.....And at a reasonable price. Goodbye Apple!!!

P>S>S I uploaded this letter about an hour after I did the conversion, and I still am giddy about how it works!!!

ST SCAN FROM NAVARONE

'Small But Beautiful'

by Richard Murray 75236,423

I want one thing undestood at the beginning. When I'm involved in a desktop publishing project , whether it be a brochure, an advertisment, a flyer or creating a logo, I absolutely refuse to use sizzors, graphic art tools or rubber cement. After investing thousands of dollars in computer equipment over the past few years it would be humiliating to resort to using such "low tech" paraphernalia. Consequently I have spent hours on end creating line art drawings with DEGAS, PUBLISHING PARTNER, or whatever else was handy.

When Navarone Industries announced that ST SCAN was ready for shipment, I called them immediately and said "Gimme!". When I hung up the phone, I thought "Darn, why didn't I tell them to ship it overnight air!"

I waited for a solid week for my precious bundle to arrive (actually it was only six days but it seemed like a week).

The outside of the package said CANNON IX-8/12; "Wait a minute. Don't tell me they ship the interface unit separately!". Once opened I was relieved to find the Navarone interface and cable stacked on top of the scanner.

Let me describe the equipment. First of all, the scanner itself is surprisingly compact. It measures 13 5/8 in. wide by 11 5/8 in. deep by 3 1/2 in. high and weights 15.4 lbs.

The interface unit which plugs into the ST cartridege port is a small 6 by 3 in. box with an outside port for the interface cable that leads to the scanner itself.

Setting up the unit is very easy. Just plug in the power cord and interface cable and your ready to go.

The ST SCAN Instruction Manual is a rather sparce 20 pages but then operation of the scanner with the uncopyprotected software supplied by Navarone is GEM based and almost self explanatory.

Operation of the scanner is indeed quite simple if you are able to get it to work. Which unfortunately I couldn't. After waiting a solid week (okay six days), ST SCAN would only give me a blank screen no matter what I fed through it. Being a rather mature, patient individual, I immediately called Navarone and in a calm voice said "GIMME A NEW ONE!!"

Navarone should be highly commended for being courteous and extremely helpful in their handling of the problem. After stepping through the system with me, we came to the conclusion that the culprit was most likely the interface unit and not the scanner or my ST cartridge port. They shipped me a new unit and this time they shipped it overnight air!

Since I love to tinker with high tech stuff I decided to try to repair the dead interface unit myself. I removed the four small phillips screws which hold the unit together and once opened took a close look at a bunch of chips and wires. There were three small wires on the bottom which were soldered in various places. Suddenly I discovered what the problem might be. One of the wires had come loose! I took some masking tape (I never said I was a service tech) and taped the connection back in place. I reassembled the interface unit, plugged everything back in, booted up the software, fed Navarone's advertising brochure through the scanner at 150 dpi and there it was in living black and white; a complete duplication of the brochure on my ST monitor!

Okay, now back to the basics. Although ST SCAN will work with a 520ST, one drive and a mono or color monitor, there are certain limitations that make it much more suitable for a 1040ST one meg system (2 meg would be even better).

If you have a 520ST and you expect to be able to scan an 8 1/4 by 11 1/2 in. page at 300 dpi, load it into PUBLISHING PARTNER or DEGAS and manipulate it to your hearts content, forget it. You are only allowed to scan a small portion of the document at that resolution through use of a GEM window. This is not a fault of Navarone's system but a memory limitation of my computer. The more memory, the greater area you will be able to scan. Also the lower resolution you use, down to 75 dpi, the greater area you can scan. I had a chance to hook up the system to a friends 1040ST and the scan window was almost three times larger.

For all of us 520ST owners, Navarone has supplied a conversion program on the ST SCAN disk which allows you to break up a scanned image in .IMG format into smaller DEGAS files which can then be edited and reassembled into a large .IMG file that is compatible with PUBLISHING PARTNER.

The Scanner Options Menu allows resolutions at 75, 150, 200 and 300 dpi. Image contrast can be light, normal or dark. The scanning method options of either Line Art or Halftone depend upon what you are scanning. Line art is for drawings, illustrations and logos while halftone is for photographs providing up to 32 shades of gray.

Scanned images can be saved in DEGAS, .IMG or POSTSCRIPT format.
It should be noted that Navarone will soon release a program called ST LASERPAINT which will allow large scanned areas to be edited and saved in .IMG files which will retain their full dpi resolution. When a file is saved in DEGAS format it retains only the current screen resolution.

So whats the bottom line? How do the images look once you have hardcopy on your printer? The answer to that depends on what kind of printer you have.

Navarone makes no bones about it. They state in their manual that "The real power of scanned images are best demonstrated when printing on laser printers". And they are absolutely right. But what about us poor folk who can't afford to spend $5000 on a POSTSCRIPT compatible laser printer? The answer is we don't have to. SoftLogik has more than adequately filled the gap with their excellent dot matrix printer drivers available for PUBLISHING PARTNER. These drivers do an excellent job of reproducing line art images scanned with ST SCAN. Resolution on pictures printed out is a little grainy but again this can be overcome with more memory on your ST combined with shrinking the image in PUBLISHING PARTNER or DEGAS.

I have printed images on my NEC P7 (24 pin dot matrix) and so far am very pleased with the results. Even the photographs printed at 300 dpi look good and rival the results of the video digitizers available for the ST.

But line art on a dot matrix is where ST SCAN

really shines. When you feed good quality sketches, pen drawings or artwork into ST SCAN you'll get almost exact reproduction even at 75 dpi.

Now it's time to get picky. Getting back to the interface unit, one problem I noticed is that the end of the cable which attaches to the interface box was supplied with screws which are not long enough to secure the cable. As a matter of fact they won't even touch the screw holes. This was definitely an engineering oversight as the underneath part of the cable end has to be propped up with something to make sure it doesn't continually put pressure on the interface connection. I slid a blank cassette tape under it which does the job temporarily until I can find some screws that are long enough.

The CANNON XI12 has a flaw which can be irritating at times. Its design includes feeder guides on each side which help to guide the paper as its being fed into the scanner. Cannon assumed apparantly that everyone would be placing an 8 1/4 in. wide sheet of paper in their scanner because the guides won't close any further than that. Consequently, if you have an item with smaller width, it has a tendency to be fed in at an angle unless you quickly quide it through by hand until the scanner grabs it and takes over.

Navarone needs to elaborate on their instruction manual particularly in the areas dealing with DEGAS and .IMG files. I tried to break down an .IMG file into separate DEGAS files using their conversion program supplied on the disk to find that I ended up with two files. One with a .PI3 extender and one with a .CTL extender. The .PI3 file works fine in PUBLISHING PARTNER and DEGAS as a high res. file but I ended up confused as to what the conversion program is all about when you can save a .PI3 file directly from the ST SCAN program.

These are very minor criticisms, however, and do not detract at all from Navarone's excellent product not to mention Cannon's. Incidently, the Cannon XI12 does a good job of reading text as well as images.

I have two warnings for those of you who are considering purchasing the ST SCAN system. The first is that scanning can be very addicting. You know all of those favorite computer magazines you were always reluctant to tear pages out of with the thought that they might be collectors items some day? Well forget it. Nothing is sacred anymore. You will find yourself scanning anyting you can get your hands on, from pictures of your wife or girlfriend to photos of the cat and dog. You definitely won't be cutting and pasting anymore but you'll be tearing a lot of things up.

The second warning is that if like me you own a 520ST you'll have an almost insatiable craving for more ram and will want to upgrade the 520 as far as it will go. You'll want at least two meg of course because that will allow you to get almost full resolution at 300 dpi per scanned page. Besides, I hear that Atari's new laser printer will require about 2 meg to take full advantage of its features. And of course you'll need a hard drive to save all of those huge 300 dpi files .....

P.S. I uploaded a file also in DL5 of a 300 dpi scanned image of yours truely which is in DEGAS format called "RICK.PI3". I used a black and white photo of myself and scanned it in normal halftone.

ST SCAN $1239.95
NAVARONE INDUSTRIES, INC
21109 LONGEWAY RD., SUITE C
SONORA, CALIFORNIA 95370

MINUTES
JULY 6, 1987 MEETING
BAY AREA ATARI USERS GROUP

The meeting was called to order by President Mike (Stretch) Burnam at approximately 7:05 p.m. The meeting was held in the yard of Bracher School because the group was unable to gain admission to its usual meeting room. Equipment requiring electricity therefore could not be used.

ATARI WORLD: Stretch asked that all tickets which had been put out for sale but not sold be returned to him. He read a list of names of members who helped at the BAAUG booth. Since the list was incomplete, he asked all those who had helped at the booth to stand, and the members present gave an ovation. Stretch also stated that people had loaned equipment who were not even members, and expressed his gratitude.

Atari promised a "little thing" for those who helped at the Atari World Expo, but other groups were better informed than Stretch and got there first. He is attempting to work something out with Sandy.

EIGHT-BIT LIBRARY: Bill Richardson, the 8-bit librarian, discussed the 8-bit library. Any disks that aren't masters are available; copies can be made of the masters when electricity is available!

ST LIBRARY: Bruce Coleman discussed disks available to ST owners. The disk of the month has Time Bandit, also a Gold Runner demo and utility files including arc and dearc. Cathy Standifird said she will have a disk which will give fonts that are close to NLP for those with Epsons and Star printers. She had brought Chessmaster to demo, but was unable because of the lack of electricity.

SWAP MEET: The question was raised whether or not to have a Swap Meet each meeting. A suggestion was made and voted by the group that one be held quarterly instead of monthly, starting with the September meeting.

ARC: There was continuing discussion of Arc. Arc is different from compress, mash, scrunch and shrink because it can be used with individual files, while they can only be used with the whole disk. Arc is also compatible across all systems. Text files can be used on download. An 8-bit file can be downloaded on an ST, de-arced on an 8-bit and played.

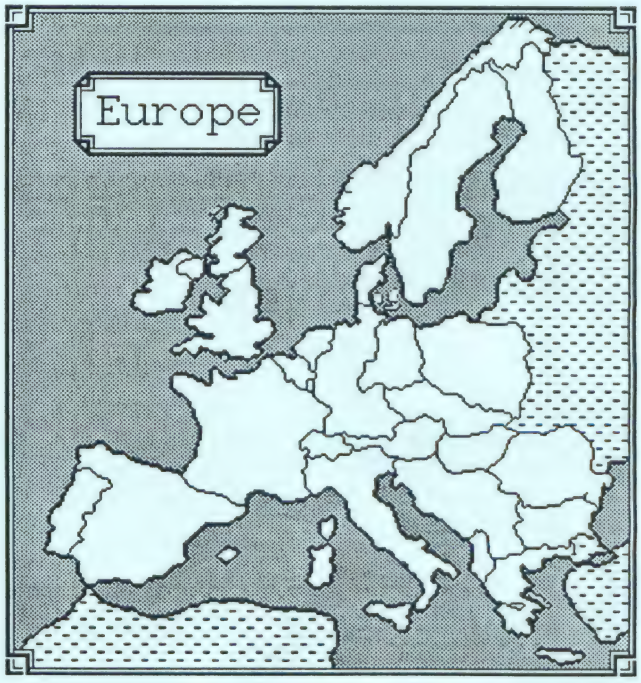
NEW USERS: Bruce asked for users who were at the meeting for the first time to identify themselves, and a number raised their hands. Bruce welcomed them to the "Back to Nature" Atari group, referring to the outdoor setting.

RANDOM ACCESS: Questions were asked and answered by members of the group. Turbobasic was advocated as a worthwhile basic. It can be downloaded from the BAAUG Board. The ST Sig meets next Tuesday; there will be some neat demos. The 8-bit Users Group will meet the third Tuesday of the month at Hewlet Packard.

RAFFLE: Several items were raffled to the members, after which the meeting was adjourned, the time 8:15.

Submitted by:

Sue Tempey, Member-at-Large



ATARI HUNTING IN LONDON

By Bob Moss

This June my wife, younger son and I spent a week in London. In addition to the usual sightseeing and playgoing, we looked into the computer scene. Naturally it was a superficial glance, but we still made some observations which may be of interest.

Computers and computer products are not nearly as widely available as in Silicon Valley. Notably missing are most Japanese and Korean computers, unless they are limited to the business computer stores, which we didn't visit. IBM and Apple are sold in the English equivalent of Computerland or Businessland. We saw several shops in central London for Apple, Amstrad, and IBM. The major department stores such as Harrods and Selfridges have computer departments, and offer mostly Amstrad and other IBM compatibles. We did see a 520ST and Amiga running demos side by side in Selfridges. Otherwise, Commodore was conspicuous by almost total absence. No 8-bit Atari machines were advertised or offered anywhere we chanced to be. There is some 8-bit software available, mostly older games. THe best selection we saw was in Selfridges. In addition to the old ROM versions of Space Invaders, Defender, Gorf, etc., they had discs with from 3 to 6 programs for the equivalent of about $25. There were several different discs, and some programs appeared on 2 or more of the discs, so buying the whole set would give some duplication of games. Most of the programs were old ones long available in the US, like Diamond Mine and Atlantis. They had some Atari programs of dubious value to the English, such as Stock Analysis, and Home Financial Planner. Prices for the hardware were similar to US prices, but in pounds. That made the actual cost more than 60% higher than we would pay. For example, a 520ST with no monitor was 399 pounds, or about $670. With a monochrome monitor the cost was equivalent to about $740.

A large chain of electronics stores named Dixons also carried the ST, and had a sale promotion. THe 520ST was about $700 with monochrome monitor. At no time did we see the megaST or even much notice of the 1040ST. There was limited software on display for the ST, but seldom any 8-bit software. As for hardware, Dixons offered a hard disc for 799 pounds, or about $1340. In general, prices were similar to US prices when quoted in pounds, but the dollar is worth about 60p (English pence) so the actual cost is at least 40% more. The price does include a 15% tax which is refunded to foreigners who leave and take the purchased items home.

We visited the open air market and shops in Petticoat Lane, and found 2 stores that carried software. Both had limited amounts of old Atari games. Most of the software is on casette. Only a few discs and ROM cartridges were on the shelves. Programs tended to be older ones, from the 1979-83 period. Apparently disc drives are either expensive, or not widely available, since few programs were offered on disc.

There are at least 2 computer magazines for Atari users. One is for general users, has about 60 pages, and usually includes a type-in program, reviews, Atari gossip, and the usual ads. The other is for ST users, and has about 72 pages. We found ads for a programmer who is producing and selling new 8-bit programs. He lives in Central London but we couldn't locate the street on any of our maps so we never got a chance to chat with him. The magazines also had ads for hardware and software, and items on user groups. Not many of the vendors were in London. If there is an English version of B & C Computervision or San Jose Computer, we didn't find them in London.

The most popular computer by far in England is the Amstrad, an IBM compatible. It was offered here a few years ago, but the U.S. distributor had a disagreement with Amstrad, and had a parting of the ways. Amstrad computers are hard to find here, and have lots of competition. They did get good reviews. One Amstrad model which was widely available, even in smaller electronics shops, is the PC1512. It costs the equivalent of about $2175 to $2350, and got favorable mention from Stewart Alsop in the June 30-July 13 Computer Currents.

One popular computer item was a chess set for 399 pounds (about $670). It was available in department stores and toy stores. One big toy store, Hamleys, had a large stock of ST programs, mostly Infocom and SST adventure and war games, but very few 8-bit programs.

We weren't in London long enough to seek out any discounters who may offer more reasonable prices, or any English equivalents of swap meets or flea markets for computers, so there may be more activity at lower prices than we were able to find. However, we did conclude that computing is less widespread and more expensive in London than here. The 8-bit Ataris may be around, but they aren't promoted at all and were nowhere to be seen in the stores we visited. If we had more time, it would have been interesting to visit some of the business-related dealers and see what they carry. Maybe next trip.

Subject: COMPUTALK TCS

From: Kris Meier
President of COMPUTALK TSC

Dear Users: I would like to invite you to check out the only Atari BBS in the South that has successfully linked 6 Atari 800's together with the capability of GAB (CB Simulation). COMPUTALK TCS has been in business for 6 years giving Atari owners over 2,000 downloads for both the 8-bit and ST computers. We also have E-Mail, 9 Message Bases, 9 online adventures, User forums, surveys, and now we have just added COMPU-TREK, a graphic online adventure, soon to be multi-user. It will be similar to a "mini" mega-wars. We are a part of PC Pursuit so you are able to call us without long distance charges. We are open 24 hours daily at both 300 and 1200 baud. You may check us out on a trial basis just by entering NEW at the logon prompt. Why not call today and see why COMPUTALK TCS is the Ultimate adventure for your Atari computer. COMPUTALK TCS (817) 589-2588 (without PC Pursuit) (214) 589-2588 (when using PC-Pursuit) Kris Meier (NOTE: B.A.A.U.G. has received a free trial password for this system for user group members who wish to check it out. Call Kathy Standifird if interested.)

Next B.A.A.U.G. meeting will be on Monday, August 3rd We will have a special program to demonstrate the use of a modem; including, how to get around on a bbs, how to up/down load, how to arc and un-arc files and much more. For the purpose of demonstration, we will link a 8-bit with and ST via a null modem cable. The 8-bit will have a bbs and the ST will be the user calling it. The audience will be able to see the action from both the bbs side and the user side at the same time.

Bay Area Atari Users Group

STATE ABBREVIATIONS

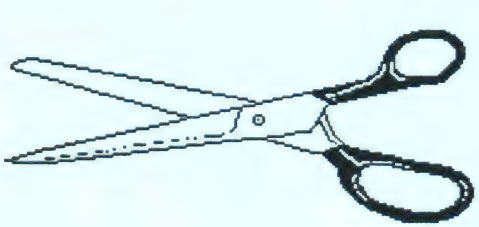
by F.P. Nagle

If your anything like me, when the Post Office went to the two letter state abbreviations I continually got quite a few of the states mixed up. Well, someone with DEGAS had the bright idea to create a state chart which you could use to end this problem forever. All you need to do is cut it out and mount it wherever you do your correspondence. No more state mistakes.

WE NEED YOUR ARTICLE

UNITED STATES OF AMERICA
TWO LETTER STATE ABBREVIATION CODES

Alabama	AL	Kentucky	KY	North Dakota	ND
Alaska	AK	Louisiana	LA	Ohio	OH
Arkansas	AR	Maine	ME	Oklahoma	OK
Arizona	AZ	Maryland	MD	Oregon	OR
California	CA	Massachusetts	MA	Pennsylvania	PA
Colorado	CO	Michigan	MI	Rhode Island	RI
Connecticut	CT	Minnesota	MN	South Carolina	SC
Delaware	DE	Mississippi	MS	South Dakota	SD
District of Col	DC	Missouri	MO	Tennessee	TN
Florida	FL	Montana	MT	Texas	TX
Georgia	GA	Nebraska	NE	Utah	UT
Hawaii	HI	Nevada	NV	Vermont	VT
Idaho	ID	New Hampshire	NH	Virginia	VA
Illinois	IL	New Jersey	NJ	Washington	WA
Indiana	IN	New Mexico	NM	West Virginia	WV
Iowa	IA	New York	NY	Wisconsin	WI
Kansas	KA	North Carolina	NC	Wyoming	WY



Notice

NEXT MEETING IS THE SECOND MONDAY !!!

SEPTEMBER 14th

Knarf's Korner

Copyright (c) 1987 by F.P. Nagle

This months column is to be devoted to a review of ZOOMRACKS II by QuickView Systems. Paul Heckel, who has been kind enough to provide me with updated versions of the software, is the talented author of ZOOMRACKS (versions I & II). Upon first getting ZOOMRACKS, I was a little frustrated by the myriad of commands available for use. This was complicated by the first edition of the documentation, it left a little to be desired. Both of these problems were overcome by two things taking place. First, I started using Zoomracks for some simple list tasks, and second, the documentation for later releases was upgraded and made a little more understandable.

Taking the concept of a time card rack, and applying it to the computer was a natural extension. The computer is able to handle many card racks instead of just one. And each rack can be different. The part I like the best though is the variable field (scroll) sizes. Most databases require that you define your records up front, and it's a hassle to change them once you have decided on a size. NOT SO WITH ZOOMRACKS or ZOOMRACKS II!!!

You have varible fields, and can add or delete fields with a minimum effort. Based on this, I find this package to be extremely useful for both keeping track of my address book and notes for work and at home.

I saw a package on the market for the IBM PC which provided a Name and Address book, a supply of labels designed for the book, and a program for creating the labels once you had built your database. The cost was over $75.00!!! With a little thought, since I had already entered the names and addresses I needed into Zoomracks, I improvised.

First step was to stop by the local phone company's office and pick up a FREE NAME AND ADDRESS book. Having a supply of clear (see-through) labels, I designed a form within Zoomracks to create the necessary information for MY name and address book. Oh by the way, a thousand (1000) clear labels cost me $15.00. I printed my set of labels out, stuck them in my free book, and voila, IBM package on the ST! Of course ZOOMRACKS costs a little more than the name and address program on the PC, but it does a lot more than just keeping track of names and addresses.

At the same time, I had been looking at the Day-Timer books that all the local executives seem to be carrying around with them. Why not use Zoomracks to create my own calendar of events and things to do? So, I sat down, designed a new rack of cards, and entered my notes and meeting dates! The notes I produce may not look as classy as the leather Day-Timers, but I didn't spend the $150.00 for the leather book with pre-printed forms. And I'm not really restricted to one page for each day, If a particular day needs more space, a second or third page can be created.

And since I still maintain membership in BAAUG, and like to keep up with other user groups around the country, I also have a version of the membership for BAAUG and the names of other users groups in another set of racks.

Overall, with a little use, I find myself using more and more of the features of Zoomracks, and what was at first difficult has proven to be extremely easy! It just took a little time and practice on my part.

In addition to the racks you build yourself, QuickView also has some starter packs with pre-designed racks. These APPLICATIONS range in price from $19.95 for the Home Starter pack up to $49.95 for a complete set of accounting racks. A more thorough review of these additional racks will be presented in future columns.

My final word: If you're new to computing and need a powerful database, Zoomracks II could prove to be just what you need. As with any package, start simple and work up to the more complicated applications you wish to design. Most of all - READ THE MANUAL - !!!

Until next time ----

HAPPY ATARIING !!!

Bay Area Atari Users Group

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50 WATT
+5V 4 AMP
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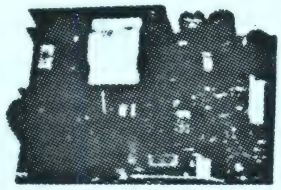
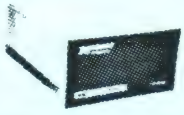
4" x 6" x 1¾" **$29.95**



XEBEC 'ACCESS' 10MB EXTERNAL HARD DISK

- IEEE-488 (GPIB/HPIB) Interface
- Attractive Enclosure 12" x 6" H x 10" W
- Linear Power Supply and Fan
- 10 M Tandon Drive
- Brand New

$289.00



XEBEC IEEE-488 HARD DISK CONTROLLER CARD
$99.00

INTEL SBC 86/30
$395.00

CORVUS CONCEPT WORKSTATION

- 6800 Based System
- 512 Memory
- Connects to Omninet
- 132 Column Monochrome Display
- Display in Vertical or Horizontal Format

USED WORKING CONDITION

$295.00

CORVUS SOFTWARE
FORTRAN, PASCAL & MUCH MORE!
CALL!!!

QBUS SASI HOST ADAPTER

- Made by XEBEC
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TANDON 10 MEG HARD DRIVE
$119.00
WITH CONTROLLER $179.00

SHUGART SA801R 8" FLOPPY DRIVE

- 600K SSDD
- Still Sealed in Factory Boxes

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CORVUS MIRROR SERVER
VCR HARD DISK BACKUP FOR CORVUS OMNINENT
NEW!!! **$25.00**

CORVUS Utility Server Printer Interface For Omninet
Includes Manual & Software
NEW! **$35.00**

4 PIN MODULAR WALL JACK WITH STRAIN RELIEF
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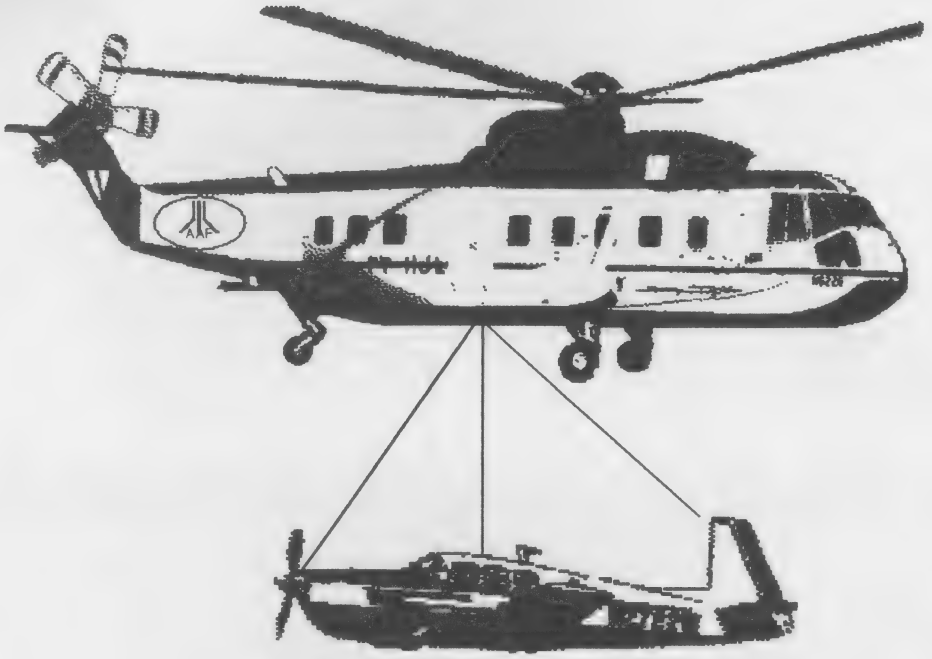
THE POKEY PRESS

VOLUME 4 AUGUST NUMBER 7

SUMMER C.E.S. '87

NEW PRODUCTS AND SOME SURPRISES FROM ATARI



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MICHTRON PLAYS HARDBALL WITH PIRATES
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ATARI ONLINE, QUESTIONS AND ANSWERS
PRODUCT REVIEWS, NEWS, AND INFORMATION
LOCAL CLUB NEWS

.....AND MUCH, MUCH MORE

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(305) 641-5372 24 hours 300 Baud

The ATARI COMPUTER CLUB of the PALM BEACHES meets the second Tuesday of each month at 7:00 p.m. in the Science Museum and Planetarium at Dreher Park, West Palm Beach, Florida. See back page for a map.

Please use the following addresses to correspond with the club. All correspondence should be addressed to THE ATARI COMPUTER CLUB OF THE PALM BEACHES and sent to the proper address, depending on the nature of the correspondence.

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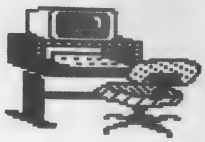

by Jim Woodward

THE EVENING NEWS

It is the second week of June and I'm writing the August column. I may get use to this journalistic stuff yet. Please forgive me if anything I say now gets me into trouble but I didn't pass Mindreading 101.

THAT'S THE NEWSCASTER?

I must look like the stereotypical computer nerd right now. Sitting at the keyboard (in my underwear, not a pretty sight) at 1:15 in the morning, a glass of warm RC Cola and a bag of sour cream and onion flavor potato chips at my side, headphones on my head.

AND NOW, THE NEWS!

All that I can tell you at this time is that we are going to have an ATARI EXPO. What I can't tell you is where it will be. It will be November 21-22. Hopefully we will get a site and get things rolling soon. Knowing my luck, as soon as I hand this disk to Ken White there will be a flood of information on the event. Please make it to the meetings and check out the club BBS for details.

I have finished moving (again) and the BBS has a new number, 641-5372. The board is on-line 24 hours a day, 7 days a week. It is one of the busiest boards in the area. The only bad part about the new number is that it is now north of the South Boynton Beach - North Delray Beach border that Southern Bell has, making it a long distance call for the folks in Delray Beach and Boca Raton. The good part is that it isn't a long distance call for the folks in Jupiter and Tequesta. Just

SEE CENTER SEAT, PAGE 15

GOOD SEC'S COLUMN

by Don Mercer

"HOLY BARRACUDA, BATMAN". My first column in the POKEY PRESS, I can't believe I wrote the whole thing.

Well, so much for the intro, now down to business. The Atari Computer Club of the Palm Beaches Executive Board, herein after referred to as the Board , met at Dino's Pizza parlor on Forest Hill Blvd. at 7:30 PM on May 19, 1987. The meeting was called to order by our President Jim Woodward.

The first order of business was the agenda for the meeting. The following agenda was proposed by the board members, seconded and carried:

1. Atarifest proposal by Amateur Radio Club members
2. Newsletter status.
3. Disk of the month discussion.
4. New Librarian.
5. Advertisers.
6. Service Directory Registration Form.
7. Auction.

The discussions were begun with items #2 and #5 combined, and the floor was given to Ken White, the Newsletter Editor. Ken began by suggesting that the paid membership be sent a copy of the newsletter prior to the meetings each month. Ken also said that the newsletter should be sent out to the advertisers in a more timely manner . Al Tressel, the Newsletter Adverting Manager informed the Board that we only had

SEE GOOD SEC'S, PAGE 14

SUMMER C.E.S.

ATARI EXCITEMENT CONTINUES AS NEW HARDWARE/SOFTWARE IS ANNOUNCED

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OPENING DAY OVERVIEW

BY NAT FRIEDLAND, ANTIC EDITOR

• Atari's 8-bit computer line is far from dead -- with a new double-speed, double-density 5 1/4 inch disk drive due this summer, as well as the long-awaited 1200 baud plug-in modem and the 80-column box...plus the XE Game System that comes with 64K, a keyboard, a light gun and Flight Simulator II.

• The ST has yet another new wave of remarkable and mind-boggling products on the way. Within our first hour at CES we saw a 4-megabyte memory board that goes into any ST without soldering, and the Hybrid Arts ADAP Soundrack CD-quality stereo sampling and editing system that competes with the vastly more expensive Synclavier and Fairlight in high-end MIDI.

And these are just quick first impressions from the opening hours of a Consumer Electronics Show that supposedly was not going to produce any major new Atari announcements...

8 BIT UPDATE

We'll start with the good news for 8-bit users. The XF551 disk drive is the big surprise. It's a compact 5 1/4 inch drive in XE gray, about 3/4 the size of the now-discontinued 1050 drive and priced in about the same $160 range as the 1050. The XF551 is also claimed to be 2.9 times faster than a 1050 and boasts true double density -- as well as automatic compatibility with every other density format ever used for the 8-bit Atari. It seemed clear from talking to a number of Atari sources that a 3 1/2 inch disk drive for the 8-bit computers is now unlikely to be produced.

The XF551 drive will have a new ADOS operating system which is nearing completion by OSS, the creators of DOS 2 and DOS 2.5. Promised features of ADOS include a tree structure allowing directories and easy toggle between menu or command operations.

According to Atari's Jose Valdes, the key engineer/designer of the new XE products described in this dispatch, the first XF551 drives can be expected to start trickling into the stores by July. The same July arrival date now holds true for the 80-column XEP80 display box (reviewed in the July '87 Antic) and the new 1200 baud SX212 modem. Valdes says both products have been delayed by a wait for delivery of main chips, but all other components and packaging are stockpiled in readiness for assembly at Atari's Taiwan factory.

AtariWriter Plus 80 was operating on the XEP80 in a razor-sharp 80-column display at the Atari Booth. The SX212 modem will be bundled with a new version of Keith Ledbetter's famed Express software which the author is scheduled to demonstrate later in the show.

XE GAME MACHINE

The first working pre-production prototypes of the XE Game System were on view atop the roof of Atari's large booth structure, along with a real Cessna airplane that Atari somehow got into the new CES North Hall. The Game System is essentially a two-piece 65XE computer that costs as much as a 130XE.

But instead of 128K memory, you get a light-gun, a joystick and three games -- Flight Simulator II on cartridge, Missile Command in ROM and a pistol game called Bug Hunt. At least 18 arcade and disk best-sellers are now promised for Atari cartridge by Christmas, including 1 On 1, Gato, Midnight Magic, Karateka, Choplifter and Blue Max. Most titles are to sell for $19.95 each.

Atari Software Director John Skruch says the XE can get as much as 256K on a bank-switching cartridge. Flight Simulator II only required 128K. Two hard-hitting TV commercials for the Game System were on Display. The system is designed to be sold in separate pieces overseas. Eventually the light-gun will be available in the USA as an 8-bit peripheral. An ST mouse will work on the XE Game System in trackball mode -- CONTROL-T.

ANOTHER ST BONANZA

This CES had another dazzling array of ST computer products on display. We'll be looking at a lot more of them

SEE SUMMER C.E.S., PAGE 17

LIVE FROM C.E.S.! IT'S THE GENIE GANG!

What follows is a somewhat-edited text of a conference held on the Michtron Roundtable on GEnie, Tuesday night, June 2. Some of the participants in the conference (including Gordon Monnier, president of Michtron, a representative of MicroDeal Software (an English company that markets much of Michtron's software in the U.K.), and Neil Harris of Atari (indicated here by DARLAH, since he was using Darlah Hudson's password (Darlah is a co-sysop of the ST Roundtable on GEnie)).

The participants were remarking on the new products seen and announced at the Consumer Electronics Show, just ended, and some of their comments (especially those of Neil Harris) were very interesting...

<[CES Gang] DARLAH> There were a number of 3rd party vendors in the Atari booth with some new products. Gordon can tell you about Michtron/Microdeal offerings (Airball looked pretty slick!). EA was showing Music Construction Set for the ST, written by Intersect. Looked pretty nice. Mindscape had some games like Plutos (much expanded beyond the bootleg version showing up on BBSs) and a 3-D pool game. MidiMaze from Hybrid Arts is finally done...and is being copy protected -- should ship in 2 weeks. They added lots of new features like observer modes, smart and dumb drones, teams, and more -- great game!

One small company had a strange package called Easel that let you put any DEGAS picture in place of the desktop background. Tends to slow down the system overall, though

SEE LIVE FROM C.E.S., PAGE 18

WHY COME?

AN EDITORIAL
BY JIM WOODWARD

A friend just told me that he talked to several persons who attend club meetings and that they weren't happy with the meetings lately. Strange, they didn't tell me about it, and I'm the president.

I know that things haven't exactly run as well as possible at some of the recent meetings, but heck, we did try. And the thing I'm trying to get across here is that if you don't tell me or any other officer what you want to see, we won't know about it. If you want to see a change in the way things are done, say something, and then get involved in making the change. It is the only way to make the change.

I heard someone say this at a recent meeting, "I don't know why I come to these meetings anyway!" Well, let me help. It was because there wasn't anything else on TV that night. Or the wife's sister and her brat kids were visiting. Or you were just bored. Or maybe, just maybe, it was because you wanted to be with those who have similar taste in computers. You want to have that friendship and contact that you are missing in your life. I don't know. But I come to be with those who own ATARI computers. And gee, I even formed a few friendships out of it. Friends I wouldn't have made any other way.

Another person recently stated that the dues were too much. Well, the IBM club charges the same $20.00. The Commodore group charges $15.00 a year and you have to join the Science Museum, adding another $20 to $40 dollars on to their dues. I'm sure that the other groups in the area charge about the same. But I've seen their newsletters and been on their Bulletin Boards. They aren't giving their members what the local ATARI owner is getting in those categories. Again, if you have a comment to make, don't just keep it among yourselves. Come to the officers meeting, the Tuesday after the regular club meeting, at Dino's Pizza on the corner of Forest Hills Boulevard and Congress Avenue. 7:00. Then let them know. Remember, without your input, it isn't a club.••

WHERE'S THE STUFF??

(EDITOR'S NOTE: As the summer wears on, the question on the lips of many a loyal Atarian is..."Just where are all these new products you've been promising us since last fall?" In this short Q&A, Neil Harris from Atari answers these and other questions....Of course, considering past "next week"-type answers, anything anyone from Atari says should be taken with a boulder-sized grain of sand...)

Q: When will the new products be shipping?
A: The XEP-80 and the SX212 (80-column for 8-bit and the new modem, respectively) will begin manufacturing any moment now for delivery around the end of June. The Mega ST 2 and Mega ST 4 are already on the way to Europe and are scheduled for North American delivery in early July. The Atari PC is also due in early July.

Q: What about the blitter chip upgrade?
A: It should be available for current ST owners around September. It will cost around $120. The final form of the upgrade is not yet set -- it may involve a board swap rather than an add-on.

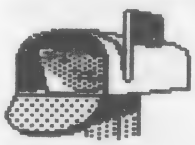
Q: What about PC emulators for the ST?
A: Both Atari's own software emulator and one called PC-Ditto should be released during the summer. A hardware emulator is still in the works for later on.

Q: When will new ROMs be available for the ST and what changes are included?
A: The ROMs are done and have gone into production. Availability as a separate item may take a while, though -- we need ROMs for the Mega ST. These ROMs support the hardware blitter (optional) and fix some TOS problems, like the infamous underline bug and the RS232 handshaking. Parts of the system have been sped up, like character output. A list of exact changes will be posted shortly.

Q: What's happening with the 8-bit emulator?
A: The author finally agreed to release the source code to the public domain, so Atari will allow him to distribute it along with our ROM code. Now we want to see you hackers out there work to speed it up -- at the moment it is only 1/4 the speed of an 8-bit.

Q: What else is new at Atari?
A: On the business side things are great. We just announced a 2-for-1 stock split, effective next week. New TV commercials have been produced for the ST (yay!) and the video games.

We are also working on campaigns to support MIDI music and desktop publishing.••



MAILBOX MADNESS

Recently, the Pokey Press received a letter from Microdaft Software, publishers of the Chipmunk software-based backup program for the 8-bit Atari line. This letter was prompted by the editorial in the May issue of the Pokey Press titled "To Bite...Or Not To Bite..." by newsletter editor Ken White.

The editorial commented on the claims and advertising campaign (which blatantly encourages software piracy) of Duplicating Technologies for their product, The 1050 Duplicator. In the editorial, Ken mentioned Chipmunk, a software based disk backup program from Microdaft that does much the same thing as the 1050 Duplicator software. At the time the editorial was written, Ken didn't know how close the Duplicating Technologies software really WAS to Chipmunk, as you will read....

Dear Mr. White,

I have just read your article, "To Bite...Or Not To Bite..." in the May issue of the Pokey Press. I wrote to let you know that I completely agree with your opinion. I hope that you have seen Duplicating Technologies' most recent advertisement in Antic magazine, which I find to be even more objectionable than their previous advertising, if not outright illegal. In their comparison between the Duplicator and Happy, they make the following claim:

2. Can I give the copies I make with your enhancement to my friends?

Happy
Yes, but the newer programs will only run on the Happy drive, so give your original to your friend.

Duplicator
Yes, make as many copies as you want & give them to all your friends.

SEE MAILBOX MADNESS, PAGE 16

MICHTRON PLAYS HARDBALL WITH PIRATES

A NEW WEAPON IS ADDED TO THE ANTI-PIRACY ARSENAL

by Ken White

It all started with a message left on GEnie, the consumer online service from General Electric...

Category 5, Topic 3
Message 103 Tue May 26, 1987
GORDON [MichTron] at 10:49 EDT

I am tired of playing games with Pirate BBS's. I feel that these guys are just a blight on the market place. They offer free programs to anyone who wants them, depriving authors, dealers, and publishers of income that they need to survive.

To drive this menance from our country I am going to offer a reward for the capture of any pirate BBS.

You can have your choice. $200 cash or $400 worth of MichTron software (Your choice) If you give me the phone number, and password of any pirate board with MichTron software on it. I must have a password! I don't have time to call try to get high access. Password can be in your name or a fake.. I will keep your identity secret at all times!
P.S.
You can get more then 1..
Special offer turn in three boards and I will give you a hard drive!!

And then things started to take off. There had been a continuing discussion in the Michtron Roundtable on GEnie about piracy, with talk of past tactics to use against pirate BBS systems, and discussion by ex-pirates regarding their rational for pirating copyrighted software.

But the tactics of the past didn't seem to be working. If anything, pirate BBS's were flourishing, and it was obvious to all that read the continuing dialogue that software revenues were dropping. So Gordon Monnier, president of Michtron, decided to take matters into his own hands with the above message.

It didn't take long for the response to come.....

Category 5, Topic 3
Message 105 Tue May 26, 1987
P.FAZIO at 19:28 EDT

Alright Gordon! Way to go!

Pirate BBSs are the bane of my existance, both as the sysop of a _strictly_ clean BBS (Dateline BBS - Brooklyn, NY -- running MichTron 2.10 of course!) and the president of an Atari user group (B.A.S.I.C. - Brooklyn Atari Society), and I am very glad to see a software publisher decide to play hardball with these parasites. I don't call pirate BBSs, so I doubt that I will be able to take advantage of your offer personally, but I will pass it on to our members and BBS users.

Pete

Category 5, Topic 3
Message 108 Tue May 26, 1987
R-FLASHMAN at 23:54 EDT

Gordon, you make me prowd. It is about time someone took up the other side of the war. As an ex-pirate, I think that the pirates have fought too long, and that is something of the past, that is now gone.

3 for a hard disk? Mind if I post your message around?

If we stop piracy, we will get programmers who make a decent living, and we will get MORE programs!

Rick

Category 5, Topic 3
Message 109 Wed May 27, 1987
JWEAVERJR [FactProg] at 01:44 EDT

Is that offer good for MichTron subcontractors, too? Give me a couple of days to find the right file, and I'll be up to here in hard drives!
-JWJr

Category 5, Topic 3
Message 113 Tue Jun 02, 1987
GORDON [MichTron] at 20:53 EDT
We are going to place a temporary hold on the pirate boards for a while due to the overwhelming response. At this point I have 29 boards to check out..
That is going to keep me busy for a while. i want to thank all of you honest people who support the anti pirate bbs movement.

I downloaded Goldrunner today off of a pirate board.. Can anyone give me one good reason why that should be acceptable behavior. To just give this game away to anyone who calls in???

The guy who wrote Goldrunner is trying to support a wife and a 12 year old boy on his earnings. If he doesn't make much off this program he will move on to something else! He has to make money!!! And he can't if everyone gives his hard work away...
Oh well off the soap box..

Category 5, Topic 3
Message 114 Wed Jun 03, 1987
LFRANKLIN at 00:04 EDT

Go Get em, Gordon! Pirates need to find out that they're not the romantic heros they think they are. As far as I'm concerned, a pirate board sysop is not much different than a fence for stolen goods!
Lance

The above interchanges led me to the subject for this month's BITING THE HAND THAT FEEDS ME, and after writing it, I uploaded it to Gordon Monnier, both for comments and to find out what's next from him. His reply?

I found your article interesting. As to what are we going to do. We are turning all the information over to our lawyer and he is going to try and get a search warrent. We will go in and seize the computer, list out all the programs he has in his possession, and then sue him for copyright and trademark violations.

There's still no indication of whether Mr. Monnier, in the future, plans to reinstitute this offer, or if other software manufacturers will join him in this latest assault against pirate bulletin board systems.

As for whether this newest tactic in the war against BBS piracy will have an effect, the jury is still, as they say, out. Twenty-nine BBS numbers in a week may sound prettty impressive, but it's still a drop in the pirate BBS bucket...••

ATARI ONLINE PT. 3

MORE C.E.S. NEWS, NEW PRODUCT RELEASE DATES, AND SOFTWARE FROM OVERSEAS

Downloaded from GEnie, the online computer information service from General Electric

In this month's edition of Atari Online, in keeping with the general C.E.S theme of the Pokey Press this issue, we'll be hearing some additional news about the Summer Consumer Electronics Show, as written by those who attended. We'll also get some updated information on shipping dates for various Atari hardware products. And we'll hear from a couple of people about products being released in other countries (the reply to these messages, from Neil Harris of Atari, contains a revealing look at the corporate structure of Atari, both in the USA and overseas.

So let's get on with the show....

Category 14, Topic 3
Message 17 Sun May 31, 1987
JEFFWILLIAMS [Jeff W.] at 06:45 CDT

After Day One of CES (and the Computer Software Services party), here are just a few observations.

1) Amongst the neatest things I saw there were a number of people I've met here on GEnie. It was great seeing Darlah, Bob, and Sandy again and getting the opportunity to finally meet in person folks like Marty and Radmoose (I thought everyone was joking about his moose-hat...they weren't)! These and the other folks I hope to run into in the remaining CES days will be the most notable memories I will carry with me of Summer CES 1987.

2) Darlah was taking fastidious notes everywhere she went so I will leave it to her (or others) to make the detailed comments about what products were shown and when to expect them. However, I was with her when she was talking to FTL about DungeonMaster, which was being shown in the Atari booth. We have a definite release date on this one folks! Are you ready? A drumroll please..... the availability date on the long-awaited DungeonMaster is..... "Before Christmas".

3) For those of you that don't want to wait until "Before Christmas" for DungeonMaster may be interested in BARBARIAN, from Pysgnosis. They will be releasing an ST and Amiga version at the same time. I think they hope to have it out in 4-8 weeks. You control an on-screen barbarian who must weild his strength and weapons to battle a host of monsters and wizards and things who bar your way from completing your quest. The animation is remeniscent of Brataccus, but improved. Also improved is the user interface. One of the Psygnosis folks I spoke to admitted the mouse control on Brataccus was very difficult for most folks to get used to, but you have to remember that it was one of the earlier games available on the STso they were blazing new ground for mouse controlled games on the ST. In Barbarian, you have a row of icons along the bottom of the screen from which you can control all of your character's movement and use of weapons. It looked very nice.

4) Sickest thing I saw at the show (not computer-related) was in the video exhibitor's area was some kind of torture video, depicting some kind of retarded idiot who had a young woman tied down to a table, slicing her up with a large kitchen knife. It was extemely sick.

5) Also unrelated to computers was one of the strangest products I saw at the show yesterday. That was an electronic wristwatch that can light cigarettes! Yep, just press a button and out sprouts a small flame! And for those of you that have long-sleeves and don't want to risk flaming on when you just meant to see if it's time for Bozo the clown, the same outfit also had a small pocket calculator with a built-in lighter.

6) In the category of the slightly unusual and slightly surprising was a company producing a variety of calculators with the Atari name on them. The company has just licensed the Atari name to put on their calculators...Atari won't be making or selling them. They match the grey styling of the current ST and XE computers. Overall, they appeared to be very nice calculators with quite good pricing, but the kicker is that the company wants a minimum order of $25,000. Unless some distributors or chain stores pick up these guys, you may be waiting a while before seeing them. These things would go over great at user groups and AtariFests.

Jeff

Category 14, Topic 3
Message 31 Thu Jun 04, 1987
BOBR [Bob Retelle] at 21:50 EDT

The theme of the Atari booth at CES was 'Flying High'... there was even a REAL Cessna Airplane on the top

SEE ATARI ONLINE, PAGE 21

THE NEW LOOK OF THE POKEY PRESS

by Ken White

You have probably noticed that something is different about this particular issue of the Pokey Press (that's assuming, of course, that you've seen past issues. If you HAVEN'T seen past issues, why not? What do you think, we produce these things FOR OUR OWN AMUSEMENT? Not bloody likely.....)

Yes, the magic of desktop publishing has descended on us. courtesy of the folks (hmmm, starting to sound like Jim here....) at Soft Logik, publishers of Publishing Partner, a destop publishing program for the ST, and NEC (DON'T ask me what the letters stand for, though I would venture a guess and say Nippon Electronic's Company), makers of the fine NEC P6 printer. The newsletter could not have been produced in this manner without both of these products. Let's all give 'em a big hand....Yowzah, Yowzah, Yowzah....

In the coming months, we're going to be playing with the Pokey Press (can little Pokey come out and play??), tweaking it (programmer's term, boys and girls) to get the best possible layout and balance of features. The newsletter staff now has the tools to do EXACTLY what we want with the Pokey Press, and you'll be seeing some changes as time goes by. We're going to try to incorporate more artwork, including digitized photos, and show you with pictures, as well as words, what we're talking about....it's gonna be an interesting fall, to be sure.••

8-BIT PRODUCT REVIEWS

MERCENARY

ADVENTURE ON AN ALIEN WORLD

by Javier Korneluk

Datasoft is quickly becoming a leader in the Atari world with the help of some new games that are bringing "life" back into the dying 8-bit software market.

With games such as 221B Baker Street, Crosschecks, Gunslinger, and The Neverending Story, it's no wonder that Datasoft is moving into its most profitable year yet.

It all started back with Alternate Reality. During that time, Datasoft went through some changes in order to keep up with the demand for "high quality" software, and it established itself as a major producer of 8-bit Atari games.

One of these new games is MERCENARY: ESCAPE FROM TARG.

In MERCENARY, you play the role of a 21st-century soldier of fortune who has, unfortunately, crash landed on the war-torn planet of Targ. You find the planet to be populated by two opposing powers: the Palyars and the Mechanoids.

Your main objective is to try to raise enough money to get off of Targ and get back home. You can join either of the two warring forces, or you can try the more adventurous alternative, that of staying independant. Whatever your choice, you must get off the planet.

Getting off of the planet is a whole different story. In order to escape from Targ, you must collect a number of articles, which you then use or sell. Once you've collected all the required items or otherwise raised enough money, then maybe (just maybe) you can get back home.

The flight simulation portion of the game is what makes MERCENARY unique. The three dimensional, vector-type graphics move smoothly as you fly above the alien terrain.

The controls are extremely flexible and responsive. Your craft dives and climbs immediately after your command is issued, by either joystick or keyboard.

The screen is divided into two parts; the main graphics screen covers the top 75% of the screen, while your trusty computer, Bensen, uses the lower 25% of the screen. In this lower quarter, you'll also see the easily-read gauges, displaying elevation, speed, direction, and location. You'll also see the small hints and/or messages that Bensen passes along to help you get through the game.

Unfortunately, the game falls apart when you're not enjoying the "thrill of flying". Finding and collecting the various articles you'll need to get off the planet seem as much luck as skill. It soon becomes an exercise in tedium.

Overall, MERCENARY is an excellent idea that turns sour after an hour. After you've been everywhere and you just can't find the next object that will lead you to victory, I suggest that you press System Reset instead of wasting your time with the unuseable hint sheet.

MERCENARY gets a thumbs down from me...••

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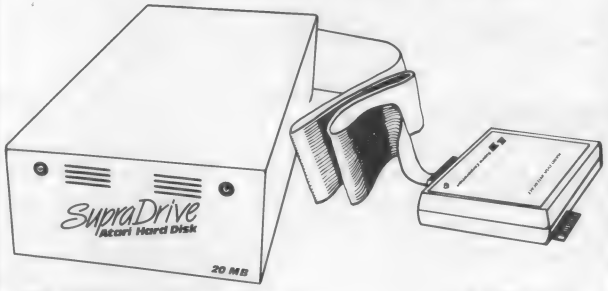

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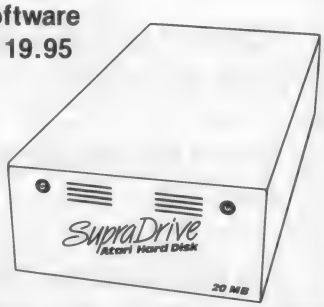

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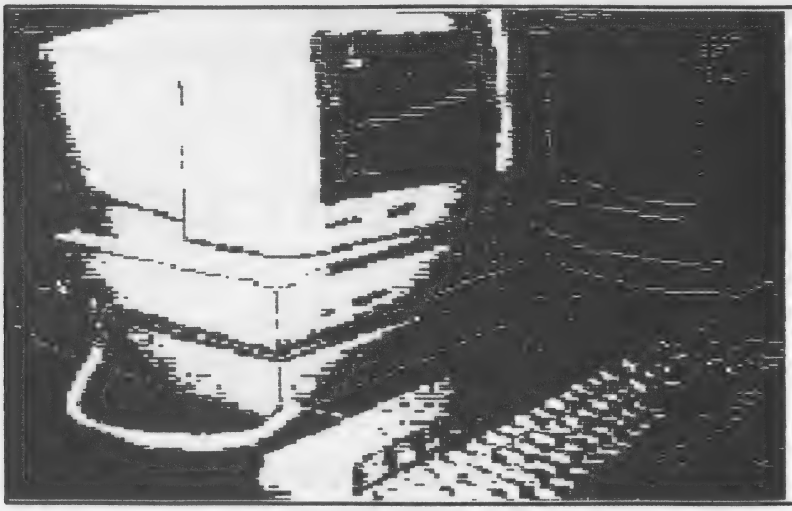

ST NOTES

PRINT IT AS YOU SEE IT

DESKTOP PUBLISHING DE-MYSTIFIED PT. 1

(EDITOR'S NOTE: What follows is the beginning of a mult-part series on desktop publishing. As is obvious, the Pokey Press is now being produced with desktop publishing software. We hope that this series will be a record of our journey through the ins and outs of desktop publishing. In this first installment, we'll try to give you an understanding of what desktop publishing is, whether it's "for you", and we'll pass along a first important lesson in producing a document using desktop publishing software)

by Ken White

Let me begin by saying that I'm not attempting to discriminate against the 8-bit crowd by concentrating this series on desktop publishing to the ST. Yeah, I've seen the so-called desktop publishing programs that are available for the 8-bits.

Now it would appear that a letter-writing campaign has been successful in getting "Newsroom" ported over to the Atari 8-bit line. Great. Super. If that's what you want to do with your computer and printer, congratulations and good luck and all that. Personally, I always felt that all of the 8-bit "desktop publishing" software had about as much in common with desktop publishing as a rowboat has in common with an aircraft carrier.

Which is not a slight against the 8-bit computers, or those who use their 8-bits to put out newsletters and other documents with these programs. You work with what you have. And if my frank opinion of documents produced with these programs is that they look like a heap of donkey dung...well, that's one man's opinion, if you know what I mean.

The plain fact of the matter is that it has only been the coming of the ST line that has brought "true" desktop publishing to the Atari world. Only the massive amounts of directly- addressable memory, the high-resolution of the display, the ability to drive such high resolution printing devices as laser printers, and, perhaps most importantly, the awareness of software programmers and manufacturers of the power of the ST, has led to the development of this software.

Presently, there are two programs waving their hands and crying, "Over here!": Publishing Partner and Fleet Street Publisher. More such programs are, without a doubt, on the way (for example "Ready-Set-Go", one of the more popular desktop publishing packages for the Macintosh, is currently being ported over to the ST), and in the months and years ahead, there's an excellent possibility that the Atari ST line (mainly on the strength of the coming Mega series) will ultimately take its place beside the Apple Macintosh and the IBM PC lines as serious players in the desktop publishing game.

But right now, there are only two real contenders, the above- mentioned Publishing Partner and Fleet Street Publisher. Frankly, I have had very little experience with Fleet Street Publisher (a few hours with a friend's copy), and I was not exactly thrilled with the program. Fleet Street Publisher seems aimed more at the truly-experienced desktop publisher - as in guys and gals who think in "ems" instead of inches - as in printers and such. The output from the program also leaves something to be desired - the dot-matrix printouts look too much like...well, like dot-matrix printouts.

Now, I HAVE read very positive reviews of Fleet Street Publisher, written by people whose opinions I...well, at least half trust, and maybe a couple of hours with a program is hardly enough time to make any real judgements. On the other hand, this ISN'T a review; it's rather a look at what desktop publishing promises and what it delivers. I'll be using Publishing Partner from SoftLogick as an example program, but keep in mind that this is not a review of that program either; that may come somewhere down the line, when I am 100% sure of all the features and have used them. Why HAVEN'T I used all of the features of the program? More about that in a bit...

First, I'll answer two very important questions. One, just what de hell is dis desktop publishing stuff anyway? And two, do I really need dis desktop publishing stuff in my life?

Desktop publishing, in the sense that personal computer users use the term, basically means that they are running a computer program (or series of programs) that will allow them to layout a document of some sort on screen, preferably with the image on the screen closely matching what the document will look like when printed. For this kind of program to be effective, a high resolution screen display is needed, since the printout, if it is to look professional, should be of as high a resolution as possible, and the screen display should match that printout as closely as possible. The program should allow the user to change the size of the type that makes up the text, both on screen and on the printout, and it should also allow that text to be laid out in columns, preferably columns that are properly

SEE PUBLISHING, NEXT PAGE

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Steve Panak, Analog Computing, November 1986

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Larry Blasko, Associated Press

"**Buzzword** is very educational and a fun game to play . . . If you get this game, you won't regret it because you will have hours and hours of fun. . ."

Andrew Blasko, Age 13

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PUBLISHING (FROM PAGE 9)

justified, without big gaps between words. The desktop publishing program must also allow the user to print out the document, and that printout should be of the maximum resolution possible for the users printing device (be it a dot matrix printer, an ink jet printer, a laser printer, or a typesetting machine...). It can be a tall order, and desktop publishing is still in relative infancy. Five years ago, people only dreamed of being able to do professional printing using their personal computers as the vehicle. Now, it's a reality for the owners of almost any personal computer (except perhaps, the Timex/Sinclair 1000, which does not have suitable keyboard for text input of any length...as well as a few other deficiencies that I won't mention here.....).

That's desktop publishing in a nutshell, as it were. Some programs offer far more, and a few (which can hardly even be described as true desktop publishing programs) offer less. But if you're going to use a program, and you expect professional-looking results, that program had better offer at least that bare minimum of features.

As for your need to use desktop publishing software, you'll have to examine what you use your computer for, and what kind of document you normally produce. Do you publish a newsletter or newspaper or magazine? Do you produce documents that are used in business presentations? Do you develop annual reports and other publicly-dessimated documents for a company? If you answered yes to any of these questions, you're probably a good candidate for some desktop publishing software.

Of course, these are not the only uses for a desktop publishing program. Perhaps you produce flyers for a church or social group. Desktop publishing software makes flyers with ease. Or maybe you own a business and would prefer to design your own print advertising, instead of having an advertising agency do it for you. Good desktop publishing software can turn out professional-looking, camera-ready advertising that rivals anything you've seen in a national magazine.

The bottom line is that you would probably be interested in desktop publishing if you produce documents of almost any kind that you wish others to see.

What don't you want to use desktop publishing for? Well, letters look awfully peculiar when produced on a desktop publishing program (unless they're letters in the form of an advertisement or something like that...a charming romantic notion, to be sure, but not real useful when you're complaining about your power bill...). And as a professional fiction writer, I can assure you that you do not want to send out your manuscripts to editors done on a desktop publishing program. That's why they have typesetters. You may think that the neatly justified block of text and the 24-point title looks just peachy, but it will doubtlessly convince an editor to send it back to you so you can publish it yourself.

So there you have the answers to the two most pressing questions - what is it, and do I need it. If the answer to the latter is "Nope", and you don't really have any interest in the subject, then I suggest you stop reading this article RIGHT NOW!, lick your finger, and move along to another page, where perhaps you will find a review of "Ollies Follies" or "Dogman".

There, now that I've gotten sent away the riff-raff, we can continue...

So, you've got an interest in desktop publishing, eh? Let me ask one thing of you before we go any further: regardless of the program you ultimately end up purchasing, and regardless of the type of document that you hope to produce with that program.....PLEASE do not try to cram EVERY FEATURE of your desktop publishing program into every page you produce.

What do you mean, you ask innocently? I mean this:

~~Look at me!!!~~ (ooohhh, strike through...). ¡ʇɥƃᴉɹɔ ʇɐǝɹ (ooohhh, upside down...). Ain't the neat?(ooohhh, mirrored...) Don't you wish you could do this??? (ooohhh, wide letters...)

Wait a second....don't you turn your head away from me....you know who you are....

Yeah, that's right...the dreaded "show-off syndrome". Look at what I can do! A syndrome that manifests such symptoms as the above-illustrated type style changes FOR NO APPARENT REASON. A syndrome that causes otherwise sane and artistically normal human beings to spread page after page with type of all different sizes. Let's do 23 point here, 16 point there, 45 point up at the top....hmmmm, let's do that 45 point in outlined...no, better yet, shadowed outline....and maybe we can mirror the 23 point type too....

Open up any newspaper or magazine (except perhaps for Mad Magazine, which doesn't count in rational discussions...). Take a look at how the "pros" lay out their pages - and what they do with the various typefaces they have at their disposal. Do you see a lot of upside-down text in Time magazine? How about 8 different typefaces on each page? And God knows the National Geographic just wouldn't be the same without a couple of columns of text that has been "struck through"....

Lesson number one in the desktop publishing field is the ever-popular "Keep It Simple, Stupid". A simple, clean, easy-to-read layout, whether you're producing a newsletter with a circulation of 10,000 or a family announcement birth announcement with a circulation of 14, reflects well on your design abilities and makes the task of reading your document far more pleasureable to the reader.

Next time, we'll take a look at how a desktop publishing program is used, and how you CAN use it effectively to make your documents stand out. Till then, remember.....

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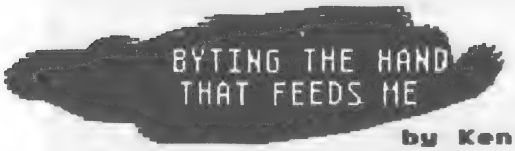

by Ken White

WANTED: DEAD OR ALIVE..

First, read this:

Category 5, Topic 3
Message 103 Tue May 26, 1987
GORDON [MichTron] at 10:49 EDT

I am tired of playing games with Pirate BBS's. I feel that these guys are just a blight on the market place. They offer free programs to anyone who wants them, depriving authors, dealers, and publishers of income that they need to survive.

To drive this menace from our country I am going to offer a reward for the capture of any pirate BBS.

You can have your choice. $200 cash or $400 worth of MichTron software (Your choice) If you give me the phone number, and password of any pirate board with MichTron software on it. I must have a password! I don't have time to call try to get high access. Password can be in your name or a fake.. I will keep your identity secret at all times!

P.S. You can get more then 1..

Special offer turn in three boards and I will give you a hard drive!!

Whoaaa, mama.... Talk about playing hardball...

I hopped on GEnie the other day, in my ceaseless search for news of the Summer Consumer Electronics show, and decided to check out the message bases in the Michtron Roundtable for any up-to-the-minute news. Seeing a topic devoted to Pirate BBSs, I decided to check that out as well.

Capturing text at 1200 baud means that the text whips by on your screen pretty quick. If you have "reasonable" reading speed, you can usually get the gist of what's spinning by, even if you don't catch every word. And if you want to stop the scrolling text, a Control-S will generally do the trick.

When I saw what was zipping by my screen when the above message appeared, you better believe I Control-S-ed that sucker.

In the past, I have made some mild complaints about the "vigilante" tactics of the Software Publishers Association, a group of Atari-related software manufacturers who have taken a strong stand against piracy, especially when it is conducted through Pirate Bulletin Board Systems. Some of the past actions of this group have reminded me more of the film "Hang 'Em High" than of the actions of responsible software manufacturers. Their "infiltration" of pirate BBSs has seemed something less than productive.

But this message, posted by Gordon Monnier, president of Michtron, is another story....

Frankly, I have mixed feelings about the whole concept behind Mr. Monnier's offer. The idea of posting a substantial bounty on the head of the sysop of a pirate BBS seems more suited to America of the 1880's, rather than America of the 1980's. It also may bring about the rise of a new kind of telecommunicator: the bounty hunter, who rides the phone lines, looking for copywrited "warez", the spoor of the dreaded software pirate.

Does the word "stool pigeon" come to mind? "Fink"? "Squealer"? Mr. Monnier is indeed appealing to the baser instinct of computer users, that instinct that says "gimme, gimme, gimme..." Greed is an ugly thing, and I'm afraid that greed, rather than some noble desire to stop the theft of a software publisher's legitimate profit on a piece of software, will be the primary motive of those who take him up on his offer. Mr. Monnier is, in an odd way, corrupting those who respond to his offer, causing them to betray sysops who, in trust, have given them the high access that allows them to "see" and download pirated software.

And the plain fact of the matter is that the people he is "corrupting" are the people who are probably most open to corruption. How so? Simply because those who use pirated software, to the almost complete exclusion of purchased software, are already corrupt. They see nothing wrong with using stolen programs, almost exclusively, which does, indeed, take money out of the pocket of the software programmer, the software manufacturer, and even the retailers who sell that software. So how hard will it be to convince these "thieves" to betray others who thrive on the theft of software? Not very hard, I would think. "Honor among thieves" has a nice ring to it, but ask any cop if it's a reality.

The other side of the coin is the fact that software piracy IS theft, regardless of all of the arguments for it. True, there is a lot of rotten software out there, and a lot of over-priced software. But the bottom line is the fact that the software programmers are spending large amounts of time writing software, regardless of that software's worth, and they do deserve compensation for that time. They have financial responsibilities to meet (aka "bills to pay") and if they don't make enough money writing software to meet those responsibilities, they'll either starve or find another line of work. A free-market economy allows the software programmer to put his work out to the public, and lets that work sink or swim on its own merits. The good programmers should survive. The lousy programmers should either starve or find another line of work.

And the software manufacturers have financial responsibilities of their own. They have staffs to pay, advertising costs to meet, customer support to finance, and

SEE BYTING, PAGE 19

GOOD SEC'S (FROM PAGE 2)

two advertisers for next months issue. We felt that this was due to the fact that the March and April issues had just been mailed out. He then suggested that we combine the June and July issues to make one Summer Holiday issue. This would give us an opportunity to get caught up with and stay current with the newsletter. It was also suggested that we that we combine two winter issues to make one Winter Holiday issue. This resolution was discussed, voted on, and passed by the Board. The Winter Holiday issue will be a combination of the December and January issues.

The next item brought before the Board was the discussion about joining the Amateur Radio Council of the Palm Beaches at the South Florida Fairgrounds for our Atarifest, to be held in November, on the same weekend as the upcoming Hamfest. We invited two members of the Amateur Radio group to speak to us and give us their proposals. Their offer to us was basically free space and half price tables to rent to our participants. The entry tickets would be a combined Hamfest , ATARIfest, and flea market ticket. After asking them where our profits would come from and if we could share the gate receipts with them, they said they could work that detail out, but they would have to get back to them. The Board voted unanimously to reject this offer.

The next order of business was the D.O.M. (disk of the month). Our DOM manager told us that there are no more DOM's available for sale. We suggested that he take programs from several disks and make one disk for sale. This idea was well received and accepted.

We were told by Jim Pazienza, our Librarian that he would not be available for the next couple of months because of his work and the need to do some travelling for them. It was suggested that we ask for a volunteer at the next meeting to run the Library in Jim's absence and to act

SEE GOOD SEC'S, PAGE 16

JIM'S CORNER

by Jim Woodward

Guess what guys (the collective 'guys', I'm not a chauvinist)? I don't have any set topic for this month, so I'm really gonna ramble this month. Hope you are ready for this.

FRONT PAGE

For those of you who have seen them in the past, the club newsletters that we receive are always full of suprises. Some good, some bad. For those who haven't seen them, take a look. Here is something that I've noticed lately.

Since Publishing Partner by SoftLogik came out, a good number of the newsletters have gone to using it to produce their newsletters. Heck, we are using it for the first time this month. There are groups who are using it very well and there are groups who have gotten out of control. Three different sizes of text (and four different fonts) on one page. Shaded boxes everywhere you look. Contests to see how many columns can be fitted onto a page. All I'm asking for is a little restraint. These are club newsletters, not Newsweek.

8-BITS FOREVER

I suggested letter writing campaigns before Antic and Analog have used their size to encourage them. And I'm glad that they used that clout to spread the message to the ATARI faithful. And again it has worked. As you will read in the CES reports, Springboard will be doing an 8-bit version of The Newsroom. The mail must have gotten to them. It worked with Electronic Arts and others. If there is to be hope for the 8-bits (and ST for that matter) we must all do our part. Buy the software that is released and if there is a company who isn't supporting us, get the word processor out.

TAKE ME OUT BACK AND...

All right, I admit it. I have become a disgrace to the ATARI world. I deserve everything I receive. And I'm man enough to take my punishment and not complain. Portions of the May and June/July covers were done on a Macintosh SE and an Imagewriter II. But only to get you used to what us ATARI owners can expect in the future as our machines can do desktop publishing like the Mac does.

COMPUSERVE STRIKES AGAIN

Those wild and crazy guys at CompuServe have done more to turn folks off to telecommunications than "War Games" ever did. First they tell everyone that the stuff uploaded to them belongs to them and can't be put on bulletin boards. Then, when everyone else lowers their 1200 baud price, they keep theirs high.

Now they are giving Ron Kovaks and his Z-Magazine a hard time. Why? Z-Mag was keeping folks informed about the 8-bit emulator for the ST line and the ATARI presence on rival GEnie. At first they told Ron to take Z-Mag elsewhere, then asked him to stay. Who is pulling the strings and calling the shots with the ATARI SIG sysops on CompuServe? Maybe they better wake up and smell the coffee, and realize why folks are switching to GEnie.

CONDO COMMANDO TRAINING SCHOOL

From reading some of the other newsletters, I know where the next generation of Condo Commandos will come from. (For those who don't know, a Condo Commando is a person who lives in a condo and thinks they run the place. They are the 'Little Generals' who pass all the silly rules and make life hell for condo dwellers. There are several attorneys locally who make good livings fighting back against these clowns.)

There are several clubs that have had power-plays, mass resignations, ST owners leave and start their own clubs, etc. Why? These are just computer clubs, not small third world countries. Do they have these problems at the local Moose lodge? Lets not take ourselves so seriously that we forget about the help with our computers and friendship we all joined the clubs for in the first place.

MY SIDE OF THE STORY

Contrary to what Ken White said about me in the May issue, I did not cry, or want to kill people over my Gato review being cut from a previous issue. It was just that we got the review copy in late December and we finally get the review in the newsletter in the April issue. I have spoken and that is all on the matter as far as I am concerned. Except to agree with Ken, you are a lot of things.....

AND SO IT GOES

Sorry Linda Ellerbee, but it was one of the books I read during my 41 hour bus trip back from Iowa. Good book, read it if you get a chance. Real stories, not the phony ones on network television, with a great sense of humor. See ya all next month.••

CENTER SEAT (FROM PAGE 2)

can't win, can we?

As I right this the new products (the Mega ST, Laser Printer, 1200 baud modem, 80-column interface) are not yet released. "Coming Soon!" Well, we are waiting!

THE NIGHTLY BUSINESS REPORT

A two for one split! AARRGGHH! I'm still kicking myself for not recommending that you buy ATARI stock. And I didn't buy any for myself. If you see me limping, it wasn't an accident. It was self inflicted! And if that isn't enough, it is over 30 dollars a share! Not bad, those lucky folks who got in at 11 have almost tripled their money! Excuse me while I go to the airport and wait for my ship to come in.

AND IN OTHER DEVELOPMENTS...

. There have been some interesting developments in the ATARI world lately. Ken White got into the Happy vs. Duplicator battle last month and this month it is the "bounty" on pirate boards by Michtron. CES had a few suprises (see articles in this issue). ATARI finally gave Darek Mihocka permission to release his 8-bit emulator for the ST into the public domain. The 8-bit software situation looks a little better with some new releases. Things look like they will be picking up with the ST as the new machines finally come out. At least things aren't dull, like some of those other computer companies.

AND NOW THE SPORTS...

Kids, don't attempt this at home! I am the only person I know that has water cooled disk drives. When I was moving I heard the aquarium stand making distressing noises. So I set it on the computer "desk". (O.K., it isn't a real desk but it gets the job done.) The I

SEE CENTER SEAT, NEXT PAGE

GOOD SEC'S (FROM PAGE 14)

as assistant Librarian.

Our new Secretary Don Mercer presented a registration form to be given to all members and non-members in order to gather information for the Service Directory to be published in the near future.

The last item of business to be covered was the annual Auction. It was suggested that it be held in September, all board members agreed, and the measure was carried.

There being no further business to discuss (except who was going to pay for the pizza , which we unanimously voted that our President should pay) The President adjourned the meeting.••

CENTER SEAT (FROM PREVIOUS PAGE)

went ahead and set the computer stuff up around it. It works. And the fish are getting better at River Raid.

NOW, SOMETHING DIFFERENT....

There is a British rock group called Sigue Sigue Sputnik that has a song called "ATARI BABY". It has nothing at all to do with ATARI. Different kind of group. My friends from Leeds, Manchester, U.K. tell me that the group is banned from performing in England. Had a few run-ins with the law; you know how those rock stars love to misbehave. Why did I bring it up? I needed something to fill space.

ON THE LIGHTER SIDE!

This is a true story, I got it from the Ann Landers column of May 25th. This story was sent to Ann by a reader who got it from the San Francisco Chronicle.

"A television ad offering two pancakes, a pair of eggs, sausage and bacon for only $2,49 made Marydawna A. Davis really hungry. So hungry, in fact, that the Dublin, California woman is suing a Concord pancake house for $2 billion because she did not get her cheap breakfast."

"In a suit filed in Contra Costa County Superior Court, Davis said that after watching the commercial she jumped into her car, drove to the International House of Pancakes in Concord and asked for the 'Sweet 16' special she had seen on TV. But the Concord shop was not participating in the breakfast special and Davis could not get her $2.49 meal."

"Davis, who is acting as her own attorney, claims she suffered a 'burning in the stomach from hunger' after she left the restaurant without eating, plus severe emotional distress and humiliation, hurt feelings and disappointment. She charged the pancake house had defrauded and deceived her."

THE BIG FINISH!

Well, that is all for now. I now have to save this to disk and then try to come up with a topic for my monthly ramblings. (No, this isn't the monthly ramblings!) Hope to see you all at the meetings. And remember, stay away from the "Bandits of the Prairie!" And so it goes!••

ATARI COMPUTER CLUB
OF
THE PALM BEACHES
NEW BBS NUMBER !!!

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300 BAUD 24 HOURS A DAY

CALL TODAY!!

MAILBOX MADNESS (FROM PAGE 4)

That, in my opinion, is completely irresponsible. The author of the article in Current Notes also brought up another very good criticism of the Duplicating Technologies' software. The back-up copies of Microprose software do not require you to enter authentication codes. This part of the program is removed so that Microprose software can be played without a manual. I am amazed that Antic magazine allows Duplicating Technologies to advertise. ANALOG Computing wouldn't even allow me to use the word "copy" in my advertising, and I don't blame them.

I would also like to add a very personal criticism of the Duplicating Technologies' software. After looking at their software, I am convinced it is nothing more than a copy of Chipmunk. I have looked closely at all of their parameters, and for the most part, they are identical to Chipmunk's. I spent about a year and a half developing the original Chipmunk parameters, and have been constantly working to improve Chipmunk so that it can back up as much Atari software as possible. I personally feel robbed that the people of Duplicating Technologies copied my parameters, slightly modified the Chipmunk program, and are now advertising "the best back-up program available".

I feel that a need exists for people to back-up their software, and Chipmunk is a legal, and legitimate alternative for Atari owners. I also welcome competition. I enjoy seeing new products for the Atari, even if they are by a competitor. I do not, however, appreciate false, irresponsible, objectionable advertising, and blatant disregard for copyright law. This not only hurts my company, but it hurts all Atari owners.

Sincerely,
Eli Tomlinson

KEN REPLIES:

A couple of weeks ago, there was a lot of discussion going on in the regular ST conference on GEnie concerning everyone's outrage over the Duplicating Technologies ad in the new Antic. I assumed they were talking about the same ad that we'd rejected for inclusion in the Pokey Press..... Imagine my surprise when I saw the new Antic at the club meeting the following week, and saw the NEW Duplicating Technologies ad, the one mentioned by Mr. Tomlinson.

The discussion on GEnie centered around contacting ALL of the Atari-specific magazines and requesting that they no longer accept advertising from Duplicating Technologies. For a company to, as Mr. Tomlinson put it, exhibit a "blatant disregard for copyright law", is bad enough. However, it's companies like Duplicating Technologies that are killing the Atari 8-bit line. How can an Atari 8-bit owner who DOES NOT pirate software argue against the charge that Atari owners are the worst pirates when there are products like the Duplicator available that are obviously designed and advertised to allow Atari owners to steal AND freely exchange copyrighted software?0

The only comfort I get from this is the fact that, from reports I've read, the 1050 Duplicator is such an ineffective piece of hardware, and has received such poor reviews and word-of-mouth, that nobody is buying it. Perhaps this is the motivation behind the latest Duplicating Technologies ad campaign....if the hardware and software won't sell on it's own merits, then appeal to the greed and corruption I mention in this month's editorial (see page 14 - plug...plug...)

As for Mr. Tomlinson's charge that DT stole Chipmunk and repackaged it...that would certainly be in character...••

SUMMER C.E.S. (FROM PAGE 3)

in our later reports. During just our first hours around the crowded Atari area, here's what we found that seemed especially impressive:

Micro D of Canada was showing a prototype 2/4Mb memory upgrade board that is supposed to install inside any ST without soldering. The Data-Free Board will sell for $159 without RAM chips. The 4-megabyte upgrade requires 32 chips and the 2Mb takes 16. The chips cost $30 each from Micro D or you can shop for a better price on your own. Hybrid Arts, the king of Atari MIDI developers, was showing their $1995 ADAP Soundrack digital sampling system, which will be on sale in July. ADAP offers the sound quality of compact disks -- in true stereo; you get a dual hardware setup. On a stage in the Atari area, ADAP was in action -- effortlessly pulling selected portions off any tape and manipulating he sound in real-time with a simple visual interface. Sounds could be played back in reverse, cut and pasted, stretched, faded and otherwise manipulated, as fast as you could click a mouse.

Frank Foster of Hybrid Arts told Antic that Tom Hudson is looking into the ADAP math co-processor box for speeding up certain math-intensive operations of his graphics software (DEGAS, CAD-3D) such as ray tracing.

Springboard was showing their little-publicized ST conversion of Certificate Maker at the Atari booth.

Shelbourne Software's 3D Breakthrough, the first ST game using the Stereotek 3D Glasses, was a spectacular sight. You move through an elaborate maze by shooting your way through flashy barriers. The disk will also include a non-3D version that doesn't require glasses.

8-BIT NEW PRODUCT ROUNDUP

"Okay, all those letters this month from Antic readers have convinced us there's still an 8-bit Atari market out there," said Springboard Software president John Poulson at his company's CES booth. "You'll be glad to know that Springboard has now started work on an 8-bit Atari version of Newsroom.

Newsroom is a popular entry-level page layout program for easy newsletters. Springboard is already showing an ST version of their Certificate Maker here, this product is currently shipping.

Good news for Atari graphics users who have been trying to find a touch tablet. Suncom's Animation Station for XL/XE is now available. The included software provides many pre-drawn pictures as well as automatic shape generation. The tablet can be used in place of joysticks or paddles to control any standard Atari software, according to Suncom.

At Antic's suggestion, Suncom is now looking into converting their Convenient keyboard-mounted joystick for use with the Atari 8-bit and ST.

Strategic Simulations Inc. had extra reason for celebrating at their suite, high above the Chicago River. Last week they signed a contract with TSR to start the first computer versions of the original Dungeons and Dragons games. You should be able to play D&D on your Atari by Christmas.

Datasoft, now being released through Electronic Arts, has two welcome 8-bit titles due out before July. Video Title Shop ($29.95) lets you create colorful animated sequences with graphics and moving text -- which can be transferred to your videorecorder tape via standard electronics cables. Video Title Shop includes the Micro-Painter Plus paint program and a library of built-in borders and screen images. Scrolling, position-changes, fadeouts and a whole range of video special effects are supported. A second disk of video "clip art" for the program will also be released this year.

SEE SUMMER C.E.S., NEXT PAGE

520 ST

RASCOM PRESENTS
THE LOCATOR
(C) 1987
$17.50 DISK PPD.

1040 ST

WHY SEARCH FOR MISPLACED ITEMS?

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Catagorize items by Area, Index, Room, Furniture, Item, Remark, Purchase date, Quantity owned, Cost, and Value. Multikey search will easily find any item.

1500 records capacity to handle any household.

Memory-based processing -- extremely fast!!! Output available for screen and/or printer for permanent records. Tracking of cost versus values is also supported via a mini spreadsheet.

SUMMER C.E.S. (FROM PREVIOUS PAGE)

Also from Datasoft at $29.95 is the second installment of Alternate Reality -- The Dungeon -- which seems to play much faster and more conveniently, with less disk swapping than the earlier installment of this large-scale graphics adventure game.

Most of the unreleased software on display at CES was promised for shipment by early summer. One of the few new packages I was actually able to bring back for review is...Virtuoso. This is the long-evolving music/graphics storyboard system that Antic previewed almost two years ago. The XL/XE version is $49.95 and the ST version is reportedly well along in development.

Infocom had two of its top adventure programmers on hand at the show -- Dave Lebling (Lurking Horror) and Steve Meretzky (Stationfall, Hitchikers Guide). Brian Moriarty was left home in Boston to continue working on the new Beyond Zork project which will blend role-playing with the text adventure format. Activision, Infocom's parent company, had only two arcade cartridges for the Atari 2600, Kung Fu Master and Commando.

AVATEX 2400 BAUD MODEM

Avatex, well-known for its low-priced Hayes-compatible modems, now has a speedy 2400 baud unit. List price is $319 but previous Avatex modems have been dramatically discounted.

We ran into some offbeat items for souvenir-hungry Atarians. Classic Covers offers protective covers for Atari computers, monitors, disk drives and printers -- all emblazoned with a big golden fuji symbol and the Atari name.

Another company was showing credit-card-sized pocket calculators featuring the fuji and Atari name.

By the way, Atari used the CES opening to announce that they had a 45% increase in first quarter sales this year -- $65.1 million -- and they were making a 2-for-stock split.

This news bumped up the price of Atari stock by about $5, to over $30 per share.

SECOND ANNUAL ATARI ROAST

Towards the end of the Consumer Electronics Show, we got our first look at some additional important ST software:

Broderbund is jumping into the ST marketplace with Art Director and Film Director, a DEGAS-quality paint program that will be packaged together with an animation module for $79.95. This software, originally designed by the Hungarians who did ST Battlezone, is expected to ship in August. Features include: rescale, stretch, distort, bend, bulge, spin, perspective, scroll and spin.

Not quite as far along is the ST version of Broderbund's all-time bestseller, Print Shop. It is due this fall at $49.95 and will be similar to the sophisticated Macintosh version. Also coming from Broderbund this fall is the ST Karateka at $34.95.

Timeworks Desktop Publisher this fall will join the company's ST word processor, spreadsheet and database software.

Spitfire 1940 is an ST flight combat game coming from Avalon Hill this summer. We also picked up an 8-bit review copy of their Guderian wargame.

ANNUAL ATARI ROAST

On the evening before CES's final day, CLAUG invites a busload of executives and programmers from Atari and independent companies to dinner at a college dining hall in the western suburbs, about as far from town as O'Hare Airport.

This year Atari vice president Leonard Tramiel revealed that a 16-bit graphics workstation is in a fairly advanced stage of development. This would be compatible with the ST but much more powerful. He said that any 32-bit multitasking computer would need to run Unix, but it was a problem deciding which competing version of Unix would be best.

Marketing communications director Neil Harris stated that ST Word Perfect, due in July, runs five times faster than the bestselling IBM version.

Harris explained that Atari's top priority at this particular CES was to revitalize the 8-bit line by packaging a redesigned 65XE as a high-end game

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LIVE FROM C.E.S. (FROM PAGE 3)

Timeworks had a collection of utilities in the form of a desk accessory called Partner ST -- a thesauras is included.

Broderbund announced Printshop, Karateka, and a combined version of Art Director with Film Director (yay) -- they have committed to attending the Santa Clara Atari show. Looks like they're backing us in a big way. Karateka is a karate game. Like Karate Kid, only better (grin).

Microprose is finishing up Gunship and one of their other games (maybe F-15!!). Atari has shipped a few of the Arrakis educational programs like Biology, Algebra, and some others, aimed at middle school students. Psygnosis has a hot new game called Barbarian -- a fully graphic fantasy role-playing game -- point at an object and get a window with a list of things to do or describe.

Eidersoft had a sound digitiser called Pro Sound Designer. A company called the Robot Factory had a really neat gimmick -- a fuzzy doll robot that was hooked up to an ST through MIDI...and was playing the keyboard in time with a piano roll program from GRS. Its mouth moved in time with the voice of the announcer through a microphone -- this one got filmed by MTV News.

There were some other ST things too that were talked about, we'll have to post these to the ST RT as we dig through our notes.

On the game side.....

We had the new XE Game System on display along with a finished version of Flight Simulator II on a 256K ROM cart (included the program and the scenery disk). There were 8 or 10 new titles for both the 7800 and the 2600. One-on-One for the 7800 is done and is "great" (I am undefeated in the last year, it must be great!) and Desert Falcon is also done and into production. Even the new 2600 games were pretty impressive. And Activision and Epyx announced that they're doing their own titles for the 2600, and Atari Explorer and ANALOG will begin video game coverage on a limited basis.

Atari will have their own booth at NAMM (National Association of Music Merchants) late in June, making us the first computer manufacturer to ever exibit there. We want to OWN the MIDI market.

That's about it for now, let's open the floor to chaos now.

<[Michtron] GORDON> Before we do that we will let John Symes from Microdeal tell you about all the new stuff Microdeal showed at CES.

<MICROD> I saw a 3d game player from sega today...pretty good. We were demoing Airball, a marble madness type game out with rooms nearly 300 rooms and after 4 days of the show we are all still playing you cannot

SEE LIVE FROM C.E.S., PAGE 20

BYTING (FROM PAGE 14)

all the other expenses involved in doing business. Every piece of software pirated, and not purchased, means X amount of dollars less that they'll have to meet these responsibilities.

The retailers, too, have their expenses, similar to those of the software manufacturers, and if the software packages on their shelves aren't moving because "everybody" already has a copy of the programs, they're faced with a difficult decision. If software for a particular line of computers isn't selling, the only alternative left to the retailer is to stop supporting that particular line of computer, and fill the shelves with software that WILL sell. When that happens, the software manufacturer stops selling that line of computer software, since the retailers are not buying it, and the software programmers stop programming for that line of computer, since no software house will market their programs. It boomerangs back and forth, and before the software buyer (and pirate, too) knows it, there's very little commercial software available for his/her computer.

Obviously something has to be done. And Mr. Monnier's offer may be the only viable way to go for the software manufacturers. By offering a substantial bounty for pirate BBSs, he may well corrupt those who are most open to corruption, and I think that there are a lot of pirate BBS sysops who are going to be crying before long.

On the other hand, it's possible that what will disappear will be Michtron software from the pirate BBSs. Unless, of course, other software manufacturers follow Mr. Monnier's lead, and offer similar bounties for THEIR particular brands of software. That possibility is a distinct one, I think.

The final effect? A number of pirate BBSs are going to be put out of business. Those that remain will probably lock themselves up tighter than Fort Knox. Pirate sysops will probably be EXTREMELY unwilling to offer "high-level" access to people they don't know, or trust implicitely. That will limit the number of both active pirate BBSs and active software pirates.

Either way (close-down or heavy restrictions on users) will have the result that Mr. Monnier, and the other software manufacturers are looking for. Which is probably a good thing.

As I said, I have mixed feelings about this latest direction that the attack on software piracy is taking. Having been burned in the past by lousy software that I purchased, I'm quite reluctant to purchase software that I haven't seen and used first, regardless of how I acquire that software. On the other hand, I do realize that I am probably in the minority when it comes to those who "pirate" software, in that I WILL then purchase a copy of a software title if I find that it meets my needs, or is worth the going price. Most "pirates" that I've talked to feel they are "getting over" on the software manufacturers, and are more than happy to continue using pirated software every day.

So, though the idea of turning people into informers grates at my personal moral sensitivities, I do realize that something must be done to at least slow the spread of pirated software, if not eliminate it entirely from bulletin board systems. The 8-bit Atari line is, as I write, still being damaged by the spectre of piracy (though I firmly believe that the decline in software availability is due as much to the relatively small numbers of Atari 8-bits out there compared to other machines as it is to piracy), and I really don't want to be backed into that same corner with my ST. If Mr. Monnier's offer will help stop that possibility, I guess that I'll have to be counted as a reluctant supporter of the move.....

ON A LIGHTER NOTE...

Unless you're completely blind, and are reading the Braille version of the Pokey Press, you probably notice a new look to the newsletter.

Yes, desktop publishing, in the form of Publishing Partner and an NEC P-6 printer, has finally come to the Atari Computer Club of the Palm Beaches. And I, for one, am more than delighted with this turn of events.

I've mentioned how I got into computers, since I needed something a bit more flexible than a typewriter for my writing. Well, before I even made THAT decision, there was something else that almost pushed me into the wonderful world of electronics...

I was a radio announcer and music director at a rock n' roll radio station, and one day, the owner of the station came up with the brilliant idea of publishing a newspaper. He saw it as something he could give away ads in, in conjunction with advertising people were buying on the air. Being the only member of the staff with newspaper experience, I was chosen to lead this charge into the world of print.

For the next 9 months, I put out "Street Beat" almost entirely on my own (with some editorial contributions from other members of the air staff). I wrote about 50% of the copy, did all the production, shuffled the whole mess off to the printer, hung out beside the presses till the thing was done, then hit the streets and distributed it from Miami to Ft. Pierce. Then the station changed ownership and format, I lost my job, and "Street Beat" ceased to exist.

Until one day, an artist friend of mine (let's call him Paul from Wales) suggested that he and I revive "Street Beat" and publish it on our own, selling advertising to keep it afloat and, hopefully, make a profit as well. Not having much else to do at the time (except work on a series of short novels...) I said okay.

For the next six months, we toiled, putting out "Street Beat" every month. From the beginning, we were breaking even, though there wasn't a whole hell of a lot of profit turning up. One of our major expenses, other than the actual cost of printing (we were running 28-36 pages per month, tabloid newspaper size...) was typesetting. Each month, I'd gather up all the copy and hustle it on up to a typesetter, who would type it into his typesetting machine, then give it back to me, in neat columns. He'd also give me a neat little bill in the amount of $200 or so.

While putting out some copies at the Florida Institute of Technology, in Jensen Beach, I found an electronics company catalog (mail order), and in this catalog, they went into a great deal of detail about the then-revolutionary Atari 800. It was, as they described it, the best home computer to be found anywhere at any price.

Among the things they mentioned was the ability to print out nicely-justified columns of text. At that point, I began to dream of how wonderful it would be to type in my copy for each issue of "Street Beat", then print it out in columns and paste it down on the paste-up sheets. I also began to dream of the $200 per month we'd be saving, and how half of that $200 per month would wind up in my pocket.

I talked to Paul from Wales about this, and he agreed it would be a really swell idea. We decided that we would start putting away all the profits from "Street Beat", in plans of purchasing this wonderful Atari 800 system.

A month or so later, Paul from Wales had fled back to Wales (to start a jet-ski concession on the Welsh coast (or so he said), leaving me holding about $300 in unpaid bills, and taking the only exisiting manuscript of a short novel of mine that he was going to illustrate. And that was the end of my desktop publishing dreams for that year.

SEE BYTING, NEXT PAGE

LIVE FROM C.E.S. (FROM PAGE 18)

put this down...shipping june 8th

We also had Replay our sound digitiser this really does digitize great ... and has code for gfa as well. We also showed digi drum, the drum kit sequencer.

One other thing is that airball will have a full gem construction kit (later) you can meet all our developers at comdex (no poaching) in november

<[MichTron] GORDON> MichTron was showing a demo version of a new GFA Product called GFA Object. Its similar to Antic's Cad 3D but much easier to use and you can take the pictures and use them in BASIC, Vector and GFA DRAFT PLUS. I will post a demo of Object in the library in a few days..

We also were showing all of our Make It Move demos.. They attracted lots of attention..

A couple of quick questions (raise your hand) and then we will open it up

<[Jinfu] J.CHEN> Neil, what's the difference of the ATari stock listed in AMEX? Atari n and Atar Wi.

<[CES Gang] DARLAH> Neil here...WI means WHEN ISSUED -- this is the after-split price...we have a 2-for-1 split going into effect, so the price goes down in half and everyone gets twice as many shares.

<MICROD> went to claug meeting last night and atari said things about 68020 machine

<[CES Gang] DARLAH> What we said was, no news on a 68020 machine until later...we *are* working on one to include UNIX, but it will be a 1988 product at best.

<[MichTron] GORDON> The MichTron RCS editor for GFA BASIC should be out sometime in July..

<PIONEER> Atari at Ces appears to be XE-game related, but what about some info for us die-hard ST users? Release dates for the Mega, Blitter? Laser?

<[CES Gang] DARLAH> the people who buy at CES are mass merchants, not dealers...we did not want to scare dealers by showing Megas there. We are about to head on the road to visit dealers face to face...to sign up Mega dealers.

<[Jinfu] J.CHEN> Neil, does it mean not EVERY current 1040 dealer can carry Mega?

<[CES Gang] DARLAH> Correct, Jinfu

<[Dave] D.M.SCHWARTZ> What is the latest news about the new TOS/ROMs??

<[CES Gang] DARLAH> To get the basic answers to questions on product availability...go to the ST RT and an info file will give you the latest scoop. Oooops -- it is in the ATARI RT, not the ST one. And it only will appear to you one time, so be sure to capture it.••

BYTING (FROM PREVIOUS PAGE)

So you can see that this issue, done entirely with an Atari computer and desktop publishing software, and taking next-to-no paste-up, is vindication for all that has gone on before. Everybody has their price, and mine is obviously lower than most.

Thanks to all who voted to combine the June/July and December/January newsletters, taking an enormous load off my....uh...mind. I think we're all going to have an easier time with the new schedule. And certainly, it'll give me (and whatever fool might follow in my editorial footsteps - walk a mile in my clogs?) a break around Christmas/New Years/and/or/pagen holiday of your choice.

Also thanks to all the contributers last issue (Al Tressel, Javier Korneluk, Don Mercer, Jim Woodward, et. al.), and to Mark Cantrell for graphics and Victor Abreu for his production skills.

Next month, somebody else will be handling many of the editorial duties, since I shall be vacationing in the Great White North for a couple of weeks...then I shall return....so WATCH OUT.....••

SUMMER C.E.S. (FROM PAGE 18)

system, in direct competition with Nintendo and Sega. That's why the Mega ST and the Atari Laser Printer were not displayed this time. According to Harris, the XE Game System was receiving an enthusiastic early response from mass-market purchasing agents.

MORE XF551 AND ADOS

Here's some additional details about the new Atari 8-bit disk drive and other Atari hardware.

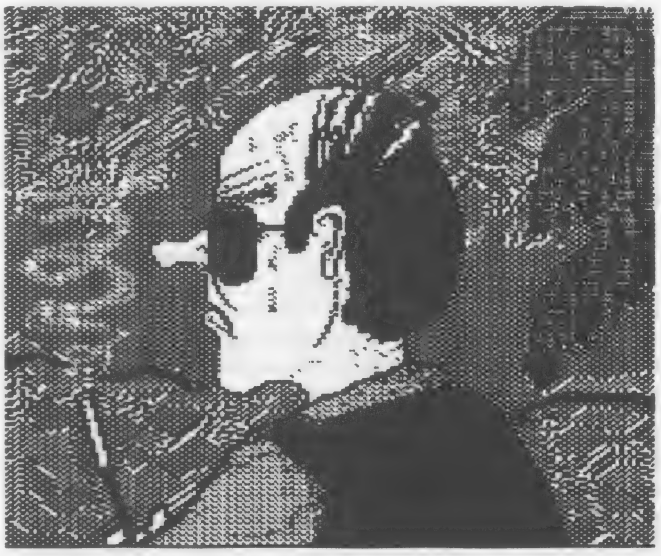
Essentially, the XF551 is an adaptation of the standard disk drive mechanism being used for Atari's IBM clone. The 360K, double-sided, double-density 5 1/4 inch disk drive runs 2.9 times faster than the Atari 1050 and is due in the stores this summer at a $199.95 list-price.

The XF551 can automatically adapt itself to today's single density and enhanced density DOS disks. However, ADOS, the new OSS operating system coming with the XF551 includes a tree structure allowing subdirectories, easy switching between menus or keyboard commands, and a high degree of file recovery safety.

Bill Wilkinson of OSS says that ADOS will run on any Atari-compatible disk drive, from the old 810 to a 16Mb hard disk. Although 8Mb is the upper limit for efficient operation, a larger hard disk can be partitioned into several logical drives. DOS 2 and 2.5 files can be read into ADOS, but ADOS is not fully compatible with the older operating systems.

Along with the XF551, the Atari products announced in January at the previous CES are now also scheduled for summer release. This impressive list includes the Mega ST in 1, 2 and 4 megabytes, a $1,500 laser printer, the Atari PC clone, the $150 XE Game System version of the 65XE, the 80-column XEP80 display box and the 1200-baud SX212 modem.

By the way, Atari is going back to Chicago in three weeks, where it will show off the ST's MIDI power and become the first personal computer company ever to exhibit at NAMM, the music instrument industry's show.••



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ATARI ONLINE (FROM PAGE 6)

of the booth, which you could sit in and play with, after filling out a 'boarding pass' provided by suitably attired 'flight attendants'. After your 'flight', you were given a pair of 'Wings' to pin on...

There was an actual aircraft cockpit whose controls were tied into an ST running Flight Simulator II on a large projection TV out the front window, giving a very realistic feeling to the game!

All of this tied into the packaging of the FS II game cartridge with the new XE Game System, which includes the main game console, a detached keyboard unit and a 'gun' type game controller (to let you blast things on the screen).

The XE Game System is effectively a 65XE computer, but packaged to appeal to a much wider audience.

Games, including the 2600 and 7800 systems were very much in evidence with new cartridges for both systems. For the computer systems, Midi-Maze was being played, in its 'final' (?) version, which now allows a one-player option for when you don't have 15 other STs handy to link together. Jim Yee has added some VERY nasty 'ninja' happy-faces which actually chase you down!

Michtron was showing 'Airball' from Microdeal, with stunning graphics, which may make a lot of 'Marble Madness' players feel right at home... Mindscape, Electronics Arts, Epyx and FTL were showing games.. FTL had what was reportedly the final version of DungeonMaster running.

There were 2 Atari PC computers running a variety of IBM programs.. one was displaying some very impressive CGA color graphics pictures.

The new Double Density disk drive for the Atari 8-bit systems was shown, in a grey case matching the 130XE, and reportedly at about the same price the current 1050 drives are selling for.

There was a large area devoted to the MIDI Music capabilities of the ST, including Hybrid Arts, Dr. T's, and the QRS Player Piano systems... the highlight there was a large shaggy robot from the 'Robot Factory', playing along with the music, controlled from the ST's MIDI port!

And all of this was just in the Atari booth!

Category 14, Topic 3
Message 41 Fri Jun 05, 1987
NHARRIS [Neil @ Atari] at 21:21 EDT

Anyone who thinks the Atari booth at CES was not crowded was obviously not there. It was jammed, especially around the ST and PC displays, and was easily the busiest booth in the hall.

Category 14, Topic 3
Message 45 Sat Jun 06, 1987
M.CALMESE at 01:56 CDT

This ones for all you MIDI fans, Hybrid Arts made a very good showing this time. They showed an updated version of EZ Tracks, a demo of EZ Score,and the long awaited ADAP Sampler.

EZ Tracks Plus has a better user interface and a lot of new features. It has added note editing witch was one thing that the original lacked. When you select the note edit option you are presented with a screen with all the notes in your composition. You can then play them one at a time and it allows you to edit all note data including its volume. All in all it is a nice improvement of an all ready good prg and at $65.00 the price is just right. Upgrades are $15.00.

The most impressive product demonstrated by H.A. was their Digital Re- corder/Sampler called ADAP. It samples at the same rate as a compact disk player(44.1kHz), with 16 bit linear resolution, and will sample at that rate for 20 sec. THe more memory the longer the sample time. On a Mega 4 you could sample up tp 120 sec at 44.1kHz. This sampler works with any MIDI keyboard. It will record any sound (analog or digital) and reproduce it digitally with compact disk quality. At the show they sampled a compact disk. The reproduction was so perfect that (were it not for the 10 sec sample time), you could not tell witch machine was playing. The price is $1995.00 and is cheap when compared to a Karswil that it may be comparable to. It should be available at the end of the month.

Category 14, Topic 3
Message 46 Sat Jun 06, 1987
M.CALMESE at 01:58 CDT

Xetec, the interface people were showing two ST products, a CAD program called SCAD and a printer buffer with some very nice features.

SCAD has the following feaers: GEM-based, multiple pages allowing work on up to 16 drawings at a time, System accurate to .001 inch, supports Star, Epson, and ProWriter or compats and HP compat laser printers, page sizes up to 32x32 inches, loadable Font styles, up to 128 user defined line styles, and 256 user defined fill patterns, Rotate items in .1 degree increments using any reference point, flip and inlarge or reduce items, change the mouse cursor shap, and many more features.

The new Xetec Printer Enhancer offers 64 to 128k of buffer space and hardware and software support for two independent printers. The most exciting feature is that it has 8 internal fonts including Typewriter, News, Script, Manhattan, Shadow, Block, and Tech. These are selectable by soft ware or front panel control.

The front panel controls include Clear, Copy, Pause, Select, and Font plus LED indicators for printer and font selections.

The price is $249.00 which seems a bit steep to me, but maybe someone else will see the value of this system and offer a similar product at a lower price.

Category 14, Topic 4
Message 152 Fri Jun 05, 1987
NHARRIS [Neil @ Atari] at 21:25 EDT

There are no 1040ST's with modulators. And the 520ST includes a single sided drive -- we want to continue this as the low-cost entry point for the ST line. Some people don't care about price, and they can go for a 1040ST or higher, but for those on a budget, we want to save them the $100 and give them a chance to get into the ST. The 520STFM lists for $399.

Category 14, Topic 4
Message 153 Fri Jun 05, 1987
G.ANDERSON at 20:29 CDT

$399 for the new version of the 520STFM????? Does that include the Monochrome monitor?????? I KNOW it can't include an RGB. The Amiga 500 retails for $699 without monitor, the 520STFM for $399 the 1040ST (really wish you would put a composite output on that thing) will continue for around $1,000 with RGB???????? Now, about the price of the Megas.....
??
??????????????????????????

Category 14, Topic 4
Message 154 Sat Jun 06, 1987
NHARRIS [Neil @ Atari] at 01:17 EDT

The $399 price is without a monitor, which adds $200 for monochrome or $400 for RGB color.

SEE ATARI ONLINE, NEXT PAGE

ATARI ONLINE (FROM PREVIOUS PAGE)

Category 14, Topic 8
Message 194 Wed May 27, 1987
NHARRIS [Neil @ Atari] at 02:05 EDT

The first Megas will arrive in July. Since supplies will be limited, I would not be surprised if some dealers don't get them right away. They are on a strict allocation policy.

The laser printer is not yet available. The printer itself is in pre-production but the interface board (which includes an extra DMA port) is not yet ready to go -- there's a custom chip that goes with it. Expect July on this one too.

The XEP-80 should hit during June.

Category 14, Topic 23
Message 1 Tue May 12, 1987
J.CHEN [Jinfu] (Forwarded)

Just when many of us complaining about Atari's vaporware, here are some exciting news from Europe. In May 4th issue of Electronic Engineering Times, there is a news about an exhibition in London (was the one Gordon and David Small went?). The title is "Atari ST Uses Cover Wide Scope".

"Engineers who happened to drop into the show were startled to find an Atari ST computer which thought it was an osciloscope.

"The simulated osciloscope was the latest product from Eidersoft Software Ltd(England). For $82, the Pro Sound Desinger and sound digitizer allow the ST enthusiast to capture sounds... The package includes an 8-bit sound sampler that works over the Centronics port (printer port), and allows the user to have full control over the AY-3-810 sound chip. What caught the eye, though, was the simulated instrument front-panel on the computer's screen.

"This gave eight programmable function keys(operated with the mouse) and a continuous osciloscope display of input. Even Eidersoft, though, seemed to have doubts whether Pro Sound Desinger will find a permanet place on the professional engineer's bench.

"Its lists of uses for the products, including such high-minded pursuits as digital tape recording, sound education and speech analysis, ended with a fankly expressed 'fun, fun, fun.'

"On the business side, another British company has turned its attention to the Atari ST with a relational database.

"Suprebase Personal from Precision Software Ltd. places no limit on the number of fields or on the size of the record.

"A graphics management capability allows pictures to be retrieved, and displayed next to their database record.
"Another exhibitor, Software Punch has concentrated on networking for the ST. Its low-speed network, PunchNet, which runs at 19.2 kbits per second, has been on sale for over a year.

"Now it has introduced a 1 Mbit-per-second high speed network, PunchNet Plus ... allows 32,000 users, compared with only 240 in the low-speed version.

"PunchNet Plus uses software based on the GEM environment, and has additional hardware in the form of a second processor and extra cards. According to the company, 32,000 printers or 32,000 hard disks could be attached to the network, and any users could operate them as though they were all attached to their own computers. Still seeking to exploit the Atari ST even further, Software Punch is now developing an Ethernet-compatible system which operate at 10 Mbps.

Category 14, Topic 23
Message 6 Wed May 13, 1987
NHARRIS [Neil @ Atari] at 01:54 EDT

We have a person whose job is specifically to "bird-dog" software products around the world and bring them to the attention of the various Atari subsidiaries. Hope to find out more on Punch-Net -- sounds too good to be true!

FYI, here is a quicky org chart for Atari Corp and subs:

ATARI CORPORATION (parent)

Atari Technology Corp.	Atari (U.S.) Corp.	Atari (Canada) Corp.	Atari (U.K.) Corp.

Atari (Germany) Corp.	Atari (Spain) Corp.	Atari (France) Corp.

Atari Corporation includes folks like Jack and Sam Tramiel, the finance and legal departments, and other administration. Atari Technology includes Shiraz Shivji's R&D group and Leonard Tramiel's Software Engineering group (including developer support). The various countries have their own sales, marketing, support, and accounting departments. Essentially what we have is a centralized R&D organization and separate marketing companies. An interesting note -- the old Atari under Warner had separate divisions for engineering (coin-op, home computers, consumer electronics, education, etc.) and one centralized marketing group -- we are opposites in corporate structure.

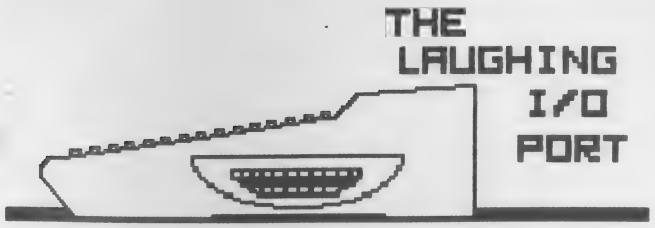
Category 14, Topic 23
Message 7 Wed May 13, 1987
NHARRIS [Neil @ Atari] at 01:58 EDT

Aside from the countries mentioned above, we have subs in Italy, Taiwan (which is the manufacturing group), and Japan (production engineering group). There's a new sub in Sweden. In other countries, we are represented by exclusive distributors.

So -- when you want to know why we do things differently in Germany than we do here, the answer is that there's a completely different sales & marketing group over there, which has a great deal of autonomy in their own operations.

I fall into the Atari (U.S.) Corp. area, although I try to help my counterparts in the other countries as much as possible. Mark Jansen has recently moved from my organization into Len Tramiel's in his new role as a tech writer.(Congrats, Mark!)••

THE ASSAULT BEGINS.....FIRST BEACHHEAD: DESKTOP PUBLISHING!



THE DOGMAN CAPER PT. 1

By Albert X.

I was sitting at my desk, staring up at the wallpaper that covered the ceiling, wondering why somebody would want to wallpaper the ceiling. I didn't have any answers. Wallpaper isn't my line. I deal in crime.

Maygo's the name, Jock Maygo. My friends call me sir. I'm a private investigator; a peeper, a private dick, a snooper, a private eye. a gumshoe. It's not much of a life, standing waist-deep in the sewer of society. But somebody has to do it. I'm that somebody.

I was just finishing the idle thought about the wallpapered ceiling when the phone rang. Woody Woodson at the cop shop. They'd found a rich old man with his throat torn out. Looked like it was done by some kind of wild animal. The old man's daughter wanted a private investigator to investigate. Didn't trust the cops. Woody had recommended me, and she wanted to see the goods.

When I got to the impossibly-large house, an oily gent came out of the house and led me in to see the new boss. I followed the glistening footprints he left, sniffing a vaguely-familiar scent that came off of his body. Mary Marree was a nice looking little dame, a little vacant around the eyes, but a solid looker all the same.

She had an interesting story to tell. Apparently the oily gent was the old man's personal manservant. The manservant had come home from the movies to find the old man lying on the carpet in the game room, bleeding from a massive throat wound. The old man had managed to hiss "Dogman" before he took his last gasp of air.

I blinked once. Then blinked again. "Dogman". Had an ugly sound to it. Not us ugly as "Ratman", maybe, or "Rhinoman". But ugly none the less.

I guess Mary saw the confusion on my features, since she quickly said, "It's a computer game. Big best seller."

Computer game, eh? I'd seen the video arcades that had replaced the pinball halls of my youth. Many times, I'd considered going into one of those video arcades and opening up with my sawed-off shotgun. That would show them the real meaning of high scores. But I tried to push those thoughts out of my mind. This was no place for a daydream, however pleasant.

"You think this 'Dogman' has something to do with your father's death?" I asked her.

Mary shrugged. "You're the private eye," she said with a giggle. "You tell me."

I didn't much care for little Mary's attitude. Maybe she'd be in that video arcade when the day came.

"I'll get on it right away, ma'm," I said quickly. "That'll be..."

Before I could finish telling her my price, she'd shoved a wad of bills into my sweaty palm. "Let me know when that runs out," she said breathlessly. "There's plenty more where it came from."

"I'll bet," I said with a dry chuckle. I considered asking her for a glass of water to ease the dryness, but figured she probably had nothing but vintage champagne on tap. I coughed nervously, then nodded. "I'll call when I have something."

The oily gent slid into view and I followed him back to the car. As I slipped behind the wheel, I recognized the scent that rose from the manservant. Corn oil. Poly-unsaturated. Low in cholesterol.

As I rolled back toward the city, I thought about the case. The old man's final words had been unusual, to say the least. Or the most, for that matter. On the other hand, you have to say something when you're checking out, and I guess "Dogman" was as good as anything.

My first step was obviously to check into one of those video arcade places. The girl had said Dogman was a computer game.

It wasn't hard to find a video arcade; they're on every street corner in the city. I parked the car at a meter and strolled into the first arcade I saw. My hand was on my piece; never knew what the little savages might try.

The place was nearly deserted. I guess the little animals were at school or something. I walked the aisles of blinking, noisy machines. Death Heart. Slime Person. Vivivavuk. All apparently big hits. There were greasy fingerprints on their video screen. But I saw no sign of Dogman.

Taking a deep breath, I stepped up to the counter in the front. A greenish-complexioned kid with acne scars you could drive a lunar rover into gave me the eye. I gave it back to him. I already had two.

"Yeah, dude?" he asked with a sneer.

"Shut your trap, kid," I said swiftly, grabbing a handful of collar and a couple of inches of throat. "I want to see Dogman and I want to see it now!"

"Hey, dude," the little slimebag complained. "Dogman ain't no video game. It's a computer game."

"Computer game, video games, what's the difference?" I snarled. "Where the hell are the pinball machines?" I squeezed tighter and leaned forward.

His eyes were bulging. At first I thought that maybe there was a little bit of dried food on the corner of my mouth or something. Then I realized that I'd effectively cut off the passage of air through his windpipe. I let go of his throat and stepped back, wiping the sweat from my forehead.

"Sorry," I barked. "I picked up something overseas. It comes and goes."

The little worm was rubbing his throat, gasping. I leaned forward again and he stepped back quickly, raising both hands. "I'm sorry, dude," he rasped. "I'll tell the manager to get some pinball machines in here by the end of the week."

'That's real fine, kid," I replied. "So Dogman is a computer game." I paused a moment, then snapped, "Right?"

"Yeah, right, dude," the kid said quickly. "It's made by DataMush Technologies. Runs on the Atari 8-bit computer. There's a version out for the ST, too."

I narrowed my eyes. "What are you talking about, chump? '8-bit'? 'ST'." I opened my jacket a bit so he could see the butt of my piece, hanging beneath my left armpit.. "I'm not planning on a career in computers, pal. I've already got a rewarding job." I let my jacket fall closed. "Now, you want to explain just what the hell you're trying to tell me?

"Dogman runs on a personal computer," the little worm said, licking his lips. "It's made to specifically run on the Atari line of computers. You can pick up a copy at Ye Olde Software Shoppe, down the street.

I nodded and turned away. "If I don't find it, I'll be back. You can count on that."

On my way out of the arcade, I elbowed a teenager with a Star Raiders tee-shirt right in the gut. Made me feel real good. Then I started down the sidewalk, toward Ye Olde Software Shop...

CONTINUED NEXT ISSUE

CLUB MEETINGS FOR 1987 AND NEWSLETTER FORMAT

MEETING DATES

AUGUST 11 OCTOBER 13
SEPTEMBER 8 NOVEMBER 10
DECEMBER 8

NEWSLETTER FORMAT

Please help make the newsletter grow by contributing artitcles, reviews, tips & hints, or artwork. All local submissions receive priority at printing.

The following is the format to be used for ALL submissions to the Pokey Press. Please, if possible, use ATARIWRITER, ATARIWRITER+, PAPERCLIP, STWRITER, FIRST WORD OR WORDWRITER files. We also prefer disk submissions (5 1/4" or 3 1/2 ") or uploads to the Atari Computer Club of the Palm Beaches BBS (305-641-5372) rather than printed submissions, since printed submissions generally require that we retype them before printing.

DO NOT set right justified margins ON (especially if you're sending a file printed to disk).
Left margin = 0
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Single spacing (line spacing = 1)
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SEE YOU AT THE ATARI COMPUTER CLUB OF THE PALM BEACHES MEETING - THE SECOND TUESDAY OF EACH MONTH AT THE SCIENCE MUSEUM AND PLANETARIUM:

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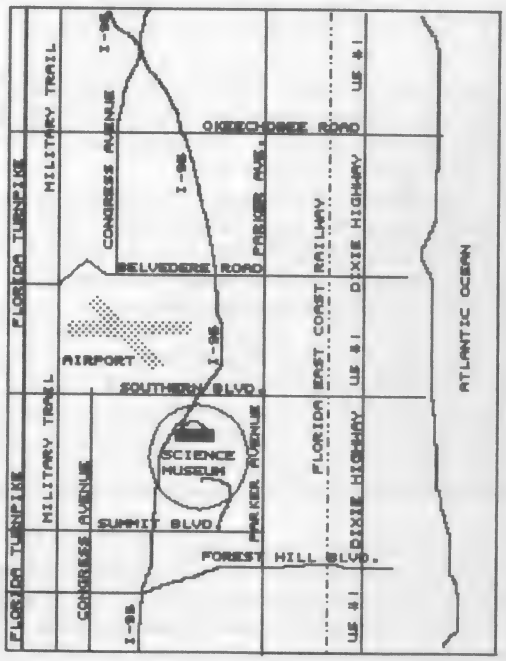

NEXT CLUB MEETING AUGUST 11

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ATARI BAY AREA COMPUTER USERS SOCIETY 1987

BONUS DOUBLE ISSUE

PRESIDENT'S MESSAGE

ERRATA: In expressing thanks to the many who worked at The World of Atari Fair in Santa Clara in June, I left out some of the key players: Alan Steele, who helped setup on Thursday (despite a leaky valve cover gasket that must have left a Hansel & Gretel trail from SF to SC) and who returned for the day on Sat; and Duke Campbell (who also offered everyone a free introductory period on Huttonline at our July meeting,--Huttonline is an online securities account and research service).

A BASIC FOR THE REST OF US? C haters, pascalophobes, nostalgia buffs, all who sinned joyously with GOTOS and learned to love X=X+1, there is now a fast AND interactive BASIC for the ST at a price we can all afford. From DTACK Grounded Inc. comes DBASIC, an incrementally compiled language written in 68000 assembly lang. which returns errors after the entry of each line, yet beats the pants off other interactive BASICs and runs nearly as fast as compiled BASICS (faster on two benchmarks: determining the first 1651 prime nos., and outputting 1000 70 char. strings to the screen) and even makes a creditable showing against Megamax and Mark Williams Cs (BYTE magazine's May '85 benchmark and a floating point test show it to be 3 times faster). It uses double precision floating point math (no more ALMOST right results) yet clips right along. These tests were not run by DTACK Grounded but by a competitor, LDW, whose BASIC was faster on 4 of the six benchmarks but which is compiled, not interactive. The best part is that DTACK is distributing the language FREE to all ATARI user groups, which are to distribute them in any way they see fit. We received forty 280 page manuals, master disk and labels to affix to copies and will sell them (disk and manual) for the usual PD disk price of $5.00 at our August 1, meeting. Caution: None of our members have yet had a chance to use the language so who knows what insects lurk within. But anyone who goes to the trouble and expense to distribute thousands of free manuals and hundreds of free disks has an incentive to update and support. DTACK claims that they will make their money selling manuals to the 190,000+ ST owners who do not get one from this deal. But, of course, no one will order one unless we find the language useful, and start programming in it. We are unpaid beta testers, but so what else is new. The price is right, at least.

MAGNIFICENT MIDI: At the July meeting, thanks to our Technical Director, George Gaboury, a bewildering maze of cables connecting a 130XE system, a printer, a 520 ST, a Yamaha DX-7 synthesizer, an Ensoniq Mirage sampling synth, a JBL projection video system, a custom stereo sound system, brought us magnificent sights and m-e-l-l-o-w sounds. The high point was a jam session bringing together two musicians, our own Bob Johns (his Ensoniq) and Jim Purcell (his DX-7). Starting off with Honeysuckle Rose, they swung through a series of old favorites with all the notes dancing above our heads on the overhead screen thanks to the Midi Play software. Charles Cherry contributed a mixer (How many great newsletter editors have resources like that?) **Ralph Goldheim of 360 Systems at 18730 Oxnard St, Tarzana CA** 91356, graciously provided a Mini Patcher & Midi Merger which effortlessly linked the MIDI systems together. MIDI musicians should make a special trip to Tarzana to check them out.

Meetings

Next Meeting: Sat,, AUGUST 1, 1987

September Meeting: 2nd Sat. Sept 12, 1987 (After Labor Day)

800/XL/XE 10:00 - 1:00 ST 12:00 - 3:00

19th Ave. Diner, 19th Ave & Lincoln, San Francisco

Please don't park in the parking lot

NEXT MEETING--AUGUST 1: Sandi Austin and others from Uncle Jack's Perpetual Start-up Shop & Asylum will join us above the 19th Avenue Diner for show and tell. We are confident that by that time some of the goodies they showed at the Fair will be on the shelves and that on the way home from the meeting we can pick up an XEP80 board and AtariWriter+ 80 or drop off an ST motherboard for blitter & ROM upgrade. What do you mean, there's an Atari user born every minute? We're just optimist.

ABACUS PLANS: Your officers, never satisfied with merely buying off terrorists, undermining Congressional mandates, and turning a million or two in arms profits, are always on the lookout for the BIG scam. We have decided against soliciting millions from poor and honest folks to aircondition our dog houses a buy a mansion or two. Its been done. So we are going to do what no one else can do: (a little fanfare music--MIDI, of course) an upgraded ABACUS BBS and an all laser printed ABACUS Newsletter. Our long suffering SYSOP, Ed Van Pelt, (known to his family and friends as Squint after all the five hour sessions staring at the screen as he restarts after a crash). We have his epitaph all written: "He stayed with BBS Construction Set to the bitter end." Warren Lorente, our Treasurer, delivered a spanking new color 520ST to him and as soon as Ed finds BBS software he can live with a new ABACUS BBS will be up and running. It will support both 8 Bit and ST--no compromises on that . Ed needs remote SYSOPS to help maintain both boards and to make sure we have first rate and regularly updated downloads and news available. You can do it from your home--no travel required. If interested, call Ed at 333-9845. Now that our able ANTIC author and newsletter editor, Charles Cherry, has an ST he is ready to get in on the ground floor of desktop publishing--that is where they keep the heavy fonts. Charles is preparing to whip his finely honed team of Rob Re and Jay London into shape and is anxious to have some more backsides to whip or hone or whatever is right--and decent. In particular we need an 8-bit editor. You will have access to all the other user group newsletters which we receive from which you may borrow good articles, programs, etc. It would be good to contribute a thing or two of your own but that is not a requirement. Call Charles at 333-9519.

- Bill Zinn

ABACUS

WHY DON'T WOMEN LIKE COMPUTERS?

by Dave Small **Current Notes**

All right, I'll do it. I'll ask a completely unsocial, very possibly sexist and chauvinist question.

Why don't women like computers?

Now, I realize that this leaves me open to charges of sexism and so on. But that doesn't change my curiousity.

At the local user groups I attend, there are usually about 30 males and 1 (or no) females. At the bigger user groups, there's may be two — usually someone's daughter and someone's wife with a Patiently Suffering Expression. (You know that expression. It's something like the expression men have while trying on clothes, shopping for antiques, or making house payments.)

Okay, why is this?

Now, let's toss out, right now, the stories we all know that can be used to derail the question. Yes, I've met a few women in data processing departments. Yes, I know women can be just as good at programming. Yes, yes, yes. There *are* exceptions.

Which only proves the point, because we all know they are exceptions. Why that obvious, intense 30:1 ratio?

I put the question to my wife, Sandy. As "David and Sandy Small", we wrote a number of computer columns together, and did a lot of programming. She has a Computer Sci degree.

She didn't know. What she does know is she's tired of computers, burned out on them. She told me what she doesn't understand is why I'm still interested in them after all this time. Or, as she put it, "The question is not why women aren't interested in computers. The question is why men are interested in them to the degree they are."

Hmmm.

I asked "Barb" (a pseudonym), the women who helps us out at the Data Pacific office. We were sitting at the Denver Atari Expo, watching lots of men and an occassional Suffering Wife in Tow walk by.

"Why don't women like computers?", I said.

She looked around to make sure no one was listening, especially no Maddened Feminists. Then, she said, "Well, I think it's just different sides of the brain. Women don't like math as much as men do. I think women are more attuned to feelings and emotions, that computers don't have. I think computers are boring."

Mind you, if *I* said that in this column, they'd find my tarred and feathered body in the morning, my hands tied behind my back with a bra strap.

Which leaves me understanding exactly nothing.

One more try: Cassie Stahl. She used to help with technical support at Atari. Okay, Cassie, why don't women like computers?

"I don't know. Maybe it's societal conditioning. Women aren't supposed to like them. But I really don't know if that's it at all. My friends who are women aren't interested in them."

Zero for three.

Does anyone know?

I do know that if someone can overcome being shouted down, and study this phenomenon, they might have a real handle on some of the differences between men and women. It might provide some badly needed insight. Despite the screams of "discrimination", there are lots of openings for women in DP departments across the country, and more openings than applicants. Just ask any personnel person who's trying to keep the Affirmative Action people off their case by hiring women. "You! You're female! You have a degree in... I don't care! Do you know 'C'? Great, you're hired!"

I also read the many intelligently written appeals by women looking for Mr. Right. They complain of the few number of single men available, of how bad the bar scene is, and so on. "I never meet any bright men, who can have an intelligent conversation".

Have any of them thought of going to the local user's group meeting, where it's guarenteed they will receive a great deal of attention? Just a thought. Anything female coming to a user group, asking "Can someone answer a question for me", would receive more interest than Cybill Shepherd.

Me, I still don't know. I see the phenomenon. It's stayed the same since 1976, when I went to college in Computer Sci, and there were about four women in the whole department. (I married one of them).

So, if you're looking for an answer in this column, I haven't got one. I do, however, have the question.

Maybe women have a saner view of computers. As the former head of Atari's User Group Support told me: "I never go to user's groups. Computers are tools, like

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reprinted from MACE, February 87, Modesto Atari Computer Club, Modesto, CA

toasters. When was the last time you went to a toaster user group?"

Could be.

If you'd care to write me, expressing your opinion, I'd really like to hear it, especially the female point of view. Perhaps I can gather some ideas and do a future column on what readers think. (Let me know if you need to be anonymous and if I can quote you.)

Then again, maybe only men out there will read this, in which case, I'll stay puzzled.

Here's a mail drop:
Dave Small,
9678-B E Arapahoe, #133,
Englewood, CO 80112.

Thanks — Dave Small

"The computer is down! Everybody think!"

Laws of Computing

From Bytown Bytes

When you get to the point where you really understand your computer system, it's probably obsolete.

As soon as you find that your microcomputer is easy to use, add some peripherals you don't understand how to use.

Whatever happens, behave like you meant it to happen.

Experience is something you don't get until just after you need it the most.

The time it takes to fix the error in your spreadsheet is inversely proportional to the time it took to do the damage in the first place.

People always remember the last mistake you made.

He who hesitates is probably smart.

The less a computer peripheral costs, the more it costs to fix.

Confidence is the feeling you get just before you fully understand the problem.

It's only when you need to knock on wood when you realize that the whole world is made up of aluminum and plastic.

You always find the information that you need on the page of the manual you look at last.

The first place to look for information is in the section you least expect to find it.

You know you have a REAL crisis on your hands when you can't say "Lets forget the whole thing".

NEWSLETTER CONSTRUCTION SET

by Charles Cherry

THE ECONOMICS OF THE NEWSLETTER

This is a SUPER BONUS DOUBLE issue. And no, we are not catching up with missed issues in the past. I just had a lot of stuff I thought you might be interested in. As we move into the dog days of August, when the computer industry comes to a standstill, I thought you might like a little extra reading matter about our favorite subject. The normal newsletter is 10 pages long, 5 pages both sides. It is 10 pages long because any more cost another stamp. (Actually, we can sometimes squeeze 12 pages past the postal scale. I think it has to do with how dry the paper is. I live in the middle of that permanent fog bank in Daly City, so we stop at 10.

It costs 3.9 cents a page to print the newsletter. That's 39 cents for each issue. Add the 22 cents for the stamp, and you're at 61 cents. We also send out about 70 copies to other user groups around the world. After figuring in that, your copy costs about 90 cents. I figure we owe you (or you owe yourself, since this is a user group and you are it) a couple of bonuses a year. Hence this fat issue. It cost about $1.78 to get it to you.

YOUR FIRST XL/XE MODIFICATION

You all know that I love to cut up my computers and solder in all kinds of weird things. To me the word hacker refers to violent physical activity. I know that not all of you feel the same way. You like computers that work. Well I've found the perfect modification for XL and XE owners to get their feet wet.

I was reading a letter to the Editor of Current Notes (the newsletter of the Washington (D.C.) area users) from Roger Tolbert of Ozark, Alabama. It seems he grafted a 1200XL keyboard into an 800XL and discovered the 800XL operating system supports the 1200XL function keys! "So what," I hear you say. "No one ever wrote any software for the function keys." True. But the function keys do some pretty interesting things all by themselves. Like controlling the cursor. No more holding down the Control key. I immediately opened my brother's 256XL (formerly an 800XL), drilled four holes in it for push buttons, and wired them in.

It works like a charm. This is something I have to have. Guess what. It works on my 320XE (formerly a 130XE) too. Here's how you do it.

Get four small normally open push button momentary switches (Radio Shack 275-1547 - $2.50 for 5). Decide where you want to put them. I put them in a diamond shape above the CONSOL keys on my brother's XL. I put them on the side of my XE. Open up your computer and take off the metal RF shield. Install the buttons. Find U24 and U25 on the XL. I don't know the chip numbers on the XE, but they are easy to find. They are 16 pin chips and are near where the keyboard connector attatched to the motherboard. They should say 40 somewhere on them. Use the one closest to the front of the computer as U25 and the one behind it as U24. Wire the buttons as follows:

Button	U24	U25
Up	1	4
Down	12	4
Left	1	5
Right	12	5

(each button connects to both chips. One contact connects to the indicated pin on one chip, the other contact connects to the indicated pin on the other chip.)

This is a real easy project and the rewards are great. I encourage you to try it. Give me a call if you need help. Below is a section of page 202 from "Mapping The Atari" by Ian Chadwick. It explains the functions of the function keys.

96,97 60,61 FKDEF

The 1200XL has four redefinable function keys. FKDEF points (LSB/MSB) to their definition table—an eight-byte table for keys F1 to F4 and then SHIFT-F1 to SHIFT-F4. Each byte is assigned a value corresponding to an internal (not ASCII) code. The keys themselves are values 138–141 ($8A–$8D), but you must not assign a key its own value since it generates an endless loop. Initially points to 64529 ($FC11).

The function keys perform the following activities:

Key Combination	Function
F1	Cursor up (ATASCII 28; $1C)
F2	Cursor down (29; $1D)
F3	Cursor left (30; $1E)
F4	Cursor right (31; $1F)
With SHIFT	
F1	Home (cursor to upper left, 28; $1C)
F2	Cursor to lower-left corner (29; $1D)
F3	Cursor to start of physical line (30; $1E)
F4	Cursor to right end of physical line (31; $1F)
With CTRL	
F1	Keyboard enable/disable toggle (not console keys)
F2	Screen display enable/disable
F3	Key click sound enable/disable
F4	Domestic/international character set toggle

Function keys are ignored with both a SHIFT and CTRL combination. You cannot redefine CTRL-function key definitions.

NEWSLETTER DEADLINE

Get your contributions to the editors by August 21.

BARGAIN OF THE MONTH

No real bargain this month. You ST owners should take a close look at those $25 Logitech mice (mouses) which were shown at the last meeting. They looked real nice and you'll need one when your Atari rodent commits hari kari (not an unusual event). 8 bit owners should pick up the last couple of disks of the month. Those are great programs and two years ago would have cost at least $75 each. Just because there is less commercial software available doesn't mean that you can't get good stuff for free.

Oh yes, renew your membership in ABACUS. We're not keeping deadbeats on the mailing list anymore. Pay up or you won't be able to read my pithy articles anymore.

reprinted from March 87 LACE, Lawrence Atari Computer Club, Lawrence KS

Make a Power Supply

by: Mark E. Duncan

For a long time my 800XL had been acting increasingly strange. Occasionally it would lock up for no apparent reason. Other times screen colors would rapidly flicker, changing both in color and intensity, much like a poor monitor connection. A new monitor cable made no improvement. Progressively the lock-ups became more frequent. I began to experience a new problem. The computer would either snap completely off, much like a power interrruption, or it would refuse to boot up from a cold start. When this happened, the only way I could get it going again was to disconnect all serial devices, start the computer so I got the READY prompt, reconnect the serial plug, type POKE 580,1 and press SYSTEM RESET. This forced a cold start with the computer already on. Several trips to the shop yielded perfect performance for the technician. It ran flawlessly, and a diagnostic cartridge showed the computer OK.

Finally, out of desperation, the technician suggested I borrow a power supply and use it awhile to see if it made any difference. (I had not taken my power supply in, only the computer.) Not always getting through the power-up sequence was a clue. Sure enough, with a new power supply borrowed from a 130XE, things worked perfectly. Put mine back on, and back to the erratic performance, sometimes OK, sometimes not. Great! Now just to pick up a new power supply. Not so great! No one in the area stocked power supplies, and to order one from a mail order supplier would be at least $30 with shipping. Repair was impossible as my power supply was the infamous epoxy filled "black brick". Even if it would have been the repairable type, I had no way to determine if the problem was marginally low output voltage, voltage "spikes", or insufficient amperage.

In a Radio Shack sale catalog I noticed two possible solutions. The first was a ready to go power supply for $4.95. It was from the old Adam computer, I would only have to change the connector to the 7-pin DIN connection used by Atari. The rated output, was .9 amp. The Atari supplies are rated at 1.5 amp. Even though Atari power supplies do not ever put out 1.5 amp, I figures that the Adam wouldn't put out its rated current either. It may have been enough, and it may not. I decided to pass on this gamble. The other alternative was to build one from various parts, using a switching power supply chassis in the same catalog. These came from Texas Instruments computers.(TI 44)

The resulting power supply works flawlessly, ended up costing about $20, and can be repaired if necessary. Here's what you need:

- Switching Power Supply
  Catalog No. 277-1016 $4.95
- 18v 2 amp Isolation Transformer
  Catalog No. 273-1515B $6.99
- Inline fuse holder
  Catalog No. 270-1281 $ .89
- 5 amp fuse
  Catalog No. 270-1278 $ .69
- 1 package assorted grommets
  Catalog No. 64-253 A $ .99
- Ventilated Metal Utility Box
  (5 1/4" x 3" x 5 7/8")
  Catalog No. 270-253A $4.95
- 2 #8-32 3/8" machine screws & nuts
- 4 #6 3/8" sheet metal screws

reprinted from THE ACCESS KEY, May 87, Atari Computer Club
Encompassing Suburban Sacramento, Sacramento, CA

Assembling the Power Supply

Begin by placing the circuit board in the housing and marking the four holes already drilled in the board to mount it. Do not center the board, instead, put it all the way to one end of the box. Be sure that the tallest portion of the circuit board is next to the side of the enclosure. The size of the box requires that the power transformer overlap the part of the circuit board in order for everything to fit. (See Fig. 1.) Drill the holes slightly smaller that the diameter of the #6 screws. (approx. 3/32") On the opposite end of the box, measure and drill two holes (3/16") on the vertical side of the base. These are to mount the power transformer. Drill two additional holes (either end), one 1/4" and one 3/8". These are for the 120v supply cord and the output cord to the computer.

The box has four rubber feet that are attached with sheet metal screws that project into the box from below. Cut or file these flat in the inside so they will not stick up and touch the bottom of the circuit board! Next, mount the circuit board, using four small rubber grommets as spacers under the circuit board. If it appears that any mounting screw heads will touch any trace lines on the circuit board, cut a small grommet in half and place it under the screw head on top of the board. This will insure that there are no accidentally grounded circuits. Check and make sure that nothing touches the underside of the circuit board. Mount the transformer on the other side of the box. Put appropriately sized grommets where the power cords will pass through, and tie a half hitch knot on the inside so any strain or pull on the cords will not pull them out.

Now you are ready to wire. See figure #2 for a diagram. The transformer is marked 120vac on one side with two black wires coming out. Solder or use a wire nut to attach one of the incoming power lines to one of the black lines. The other is connected to one end of the inline fuse holder, and the other end of the fuse holder is connected to the other 120vac transformer line. The other side of the transformer has three wires coming out. Two yellow, and one black. Insulate the end of the black lead, as it will not be used. Connect the two yellow wires to the red and white leads from the chassis. (Cut off the connector that came attached to it.) That completes the power-in side.

Use your old power supply-to-computer cord from your dead power supply. Pass it through the grommet and knot it as before. With a volt/ohm meter determine which lead goes to pin numbers 1,4,6. There is a pin diagram on the Atari power supply. From the diagram on the chassis package, determine which pins are +5v, and the GND. Solder the connection from pins 1,4,6, to the +5v source, and the lead from pins 3,5,7 to the GND source on the power supply chassis. That's all there is, check your connections, plug in your new supply, and double check for +5v dc at pins 1,4,6, and 0 v (GND) at pins 3,5,7. Now connect to your computer and you're back in business. -- There is one additional bonus with after all this work.... You can use your old useless power supply as an "Official Atari Doorstop".

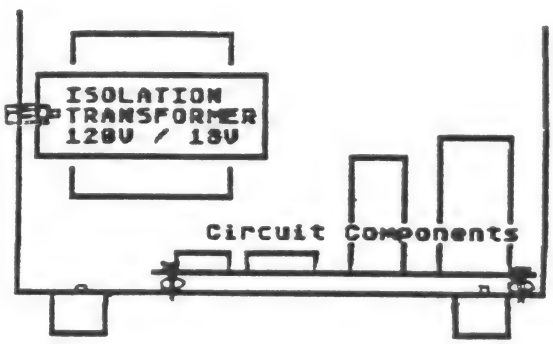


Fig. 1.

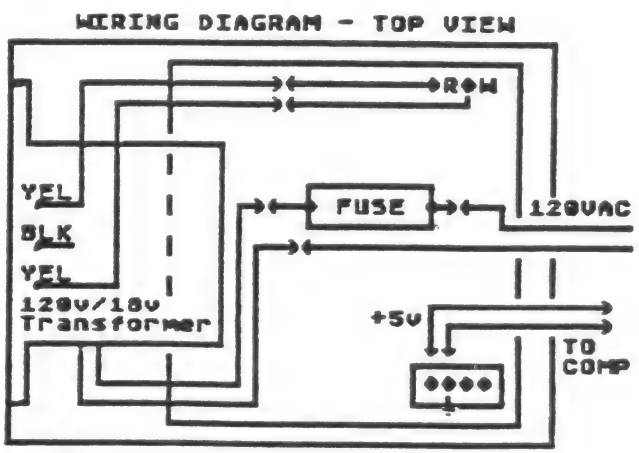


Fig. 2.

Kyan Pascal — A Review

By: J. O. Stevenson, Dick Brown, and Mark Sandler

Reprinted from CURRENT NOTES: The Newsletter of by the Washington Area Atari Computer Enthusiasts

This review is a little unusual in that it reflects the views of three people instead of one. Jim Stevenson is involved in software development at the commercial level (using among others the languages Fortran, Pascal, and C), Dick Brown is a recently retired Fairfax County high school teacher who taught Pascal, and Mark Sandler is now a college student using Pascal. It is hoped that this spectrum of views will be helpful. It should be noted that Dick and Mark received Kyan Pascal more favorably than did Jim (aka curmudgeon), and the comments below should suggest why. Now, imagine are three reviewers are sitting around a table discussing Kyan Pascal while you are listening in....

Jim:

What can the reader of a brief review of an implementation of such a rich language as Pascal hope to accomplish? To learn something about a product one might be "growing into" in the future? To decide if Kyan Pascal is worth buying now? What do you have to know in order to decide, if you are a novice, if you are experienced? In order to try to cover all bases, a brief discussion of Pascal, the language, will be given first followed by the review of Kyan Pascal. By the way, an excellent review of Kyan Pascal to supplement this one can be found in the November 1985 issue of ANTIC by Ray Cole.

Pascal, the Language

Pascal was created by Niklaus Wirth of Zurich in 1970-71. His primary purpose was pedagogical: to teach others how a language should be. He wished to avoid the pitfalls of languages such as Fortran (and therefore Basic). Code should be self-documenting and easy to read so that others could know how to change it. For additional clarity and simplicity, it should employ structured patterns in both control and data. Only three control structures are needed: process, such as assignment statements; branch, such as IF...THEN...ELSE; and loop, such as REPEAT...UNTIL or WHILE...DO.

Data structures involved augmenting the simple arrays of integers or reals with RECORDs of mixed types. For example, a mailing address could become a single record containing fields of characters for a name, street and city, and integers for street number and ZIP code, and a variable could represent a "mailing address" record just as it could represent an integer, real, or array.

In order to keep the code at a high level and general, and to avoid machine specific tricks, Wirth would not allow the code to access user-specified absolute addresses in a machine. In addition, to simplify the language for pedagogic purposes, all the routines had to be combined together in a single source file before compiling; there would be no "separate compilation," which he had observed to be at the heart of many bugs in contemporary code. This original formulation of Pascal by Wirth, as codified by the International Standards Organization (ISO), has become known as Standard Pascal

The success of Pascal in the academic world and the ease with which it could be implemented in the newly evolving microcomputers stimulated its use in the commercial world. But real applications make messy demands. A programmer must access specific addresses sometimes, and large projects require separately compiled routines in large libraries generated by teams of programmers. Thus arose the "extensions" to Pascal to solve these problems, the most well-known being the UCSD version.

And finally Niklaus Wirth has responded himself with Modula-2, which is already available on the Atari ST. It is very comparable to the committee generated Department of Defense language Ada. Thus Standard Pascal is at the heart of many modern languages both in industry and academia.

Dick:

Pascal has been recognized by the Fairfax County School System as an ideal first language for students of computer science. The school system is aware that students who learn Pascal as a first language develop good programming habits and skills essential for structured programming.

Pascal for Atari

The variations of Pascal available for the Atari user are the ATARI PASCAL LANGUAGE SYSTEM from APX, Draper Pascal from Draper Software, and Kyan Pascal from Kyan Software.

The APX version will execute on the 800, 800XL, and 130XE. The program is an excellent version of Pascal having many features not found in Standard Pascal, however it has the disadvantages of requiring two disk drives, being extremely slow in compiling, and having no built-in editing capability.

The Draper version will execute on the 400, 800, 600XL, 800XL, and the 130XE, requiring only a single disk drive, but for anything other than a simple introduction to the Pascal language, it is virtually worthless.

Kyan Pascal

Mark:

The Kyan Pascal package (version 1.2) comes with one system disk (not copy protected for backup purposes only) and a hundred page manual. The disk comes with an editor (ED), a compiler (PC), DOS 2.5 (plus the Ramdisk), and many subroutines for graphics.

Dick:

This version of Pascal is completely compatible with Standard Pascal thus allowing programs and program modules written within the guidelines of Standard Pascal to be

transported to many other machines without modification. Kyan Pascal provides a number of extensions to Standard Pascal, including string handling procedures, random file access, crude PEEK and POKE capability, the inclusion of a user defined library of procedures and functions, the allowance of assembly language routines, the chaining of object code files, and the capacity to handle high resolution graphics.

Jim:

Version 1.3 is now out and version 2.0 is due out in mid February. Version 2.0 will include a new manual as well. (Upgrade policy will be discussed below under Support.) Except for the manual, these versions do not remedy problems I found with version 1.2 (to be addressed below under Atari Graphics).

Editor

Dick:

Kyan Pascal consists of an editor program and a compiler/assembler program. The editor program is similar in use to the Turbo-Pascal editor. The Kyan Pascal editor is an easily learned full screen, insert mode editor which greatly facilitates program editing. Cursor movement is accomplished via the standard Atari arrow keys as well as 10 Control/Key commands that allow rapid movement to specified locations within the text of the program such as top of the file, bottom of the file, forward one word, back one word, and back 20 lines. The editor also supports such functions as search and search/replace, edit at line, include a file, and block text movement [contrary to what was said in the Cole review of version 1.1].

Jim:

The curmudgeon view is that it is irritating to have to learn yet another editor, and one from Apple land to boot! Of course, Atariwriter+ has changed things a bit too from Atariwriter, so one shouldn't complain. One thing Atariwriter+ has which would be very useful for Pascal is 80 column editing via a scrolling screen. With all the indentation and text involved in Pascal, 80 columns are almost a requirement. My biggest complaint, however, is with upper and lower case settings. Most (but not all!) of the editing commands accessed from the command menu require upper case letters. You can be editing your program in lower case, press escape to get to the editor, type "c" to set search/replace options, "a" and "b" for the strings, and then "s" in response to "CHANGE ALL STRINGS OR SOME (A/S/Q)?", never realizing that you are still in lower case. But only the last "s" gets no response; the system acts as if it were hung up. There were other unnecessary examples like this. Since it is so easy to set the upper and lower case flags in software for the Atari, this kind of sloppy user-unfriendliness is not acceptable.

Compiler

Dick:

The Kyan compiler/assembler operates at a fairly fast speed and allows the user the options of compiling without generating an object file, to send error messages and assembly listings to an appropriate device. There are 35 compiler error messages built into the compiler which are printed when a compilation error is encountered. The line containing the error is displayed with its line number and an "indicator" pointing to the error. A description of the error follows. Compilation continues, but to this user, it is difficult to locate and interpret further compilation errors due to a single error quite often generating multiple error messages following it. Kyan Pascal also contains assembler and run-time error messages.

Mark:

The compiler is the best feature of Kyan Pascal. It is a one pass compiler that does not need linking in order to have a runable program. This saves time in debugging a long program. All in all, the compiler is extremely fast and easy to use.

Jim:

Curmudgeon again: the compiler with its constant disk accesses is agonizingly slow by Action! standards. An important point in Kyan's favor is that it will assemble imbedded 6502 assembly source. In fact, it should be emphasized that Kyan Pascal produces high-speed assembly code and not the slower p-code that requires an interpreter (such as with Apple and UCSD Pascal).

Dick:

Execution of the object file does not require using the Kyan Pascal disk, but does require the disk containing the object file to contain the Kyan Pascal library file, "LIB". This file utilizes 78 sectors of disk space.

Ramdisk

Jim:

The ability to put the compiler and editor on a Ramdisk is so important that it is almost worth buying a 130XE if you want to use Pascal. It is ridiculous to contemplate any extensive Pascal software development otherwise. However, my joy turned to anger when I discovered that Kyan Pascal is married to DOS 2.5. Since the disk file loader routines have been relocated, the best DOS for Atari, namely SPARTADOS, cannot be used. ICD has gone to a lot of trouble to become compatible with programs using Atari DOS 2.0 (it works splendidly with Atariwriter). SPARTADOS would allow you to boot the disk, set up the Ramdisk, and load it with the files you want automatically. It would also give true double-density on the 1050, which would be very important for extensive software development. I should say that I

have subsequently overcome the irritation of manually copying files to the Ramdisk by using a FastFingers file appended to AUTORUN.SYS (see ANTIC, Feb 1984).

Mark:

Atari Graphics. Kyan Pascal supports all of Atari's graphics functions and colors that are offered in BASIC. Each command is implemented by including the required subroutine into the program from the system disk.

Jim:

Of the three graphics functions I used, graphics(), setcolor(), and plot(), I found bugs in the first two. The bug in the graphics function is so bad that I don't understand how anyone could use it. If you use the graphics function twice, the second occurence will yield a device open error, since the assembly code fails to close the S: device before opening it. The function also appeared to allocate screen memory in the stack area. When I talked to Dick Brown about this, he admitted he had only used the text mode, and so had not used the graphics function. The setcolor function multiplies the color and hue by two (modulo 16)! When I talked on the phone to the president of Kyan Software, Thomas E. Eckmann, he was not aware of these bugs. Thus Version 2.0 can be assumed to still have them.

The lack of a byte data type makes it very difficult to access the registers and addresses necessary for true Atari graphics programming.

Documentation

Mark:

The manual provided with the Kyan Pascal package is extremely well written, covering everything from editing and compiling to creating graphic displays. The manual gives examples of everything a programmer will experience before getting a program to run by itself.

The manual is rather frustrating. It is neither a tutorial nor a reference; it falls in between and therefore does neither particularly well. Being primarily an Apple manual with Atari as an afterthought did not help much either. In fact, to be most uncharitable, the ghastly formats of the program examples and the ambiguous and erroneous use of terminology lead me to suspect a novice at programming put the manual together. Since the advantage of Pascal (compared with Action!, say) is its universality, there are excellent books on the market explaining the language (tutorials and references). What is needed most is a detailed discussion of Kyan's "extensions." Does "chaining source code" really mean overlaying executable image code at run time? (Yes.) How can an integer pointer be used to PEEK a byte location? (The MSB is set to 0.)

Support

Kyan Software offers fairly adequate support for its Pascal. For $9 you can can receive an annual subscription to the bimonthly UPDATE...KYAN! This is a must!!!! The first two issues corrected the manual regarding the use of assembly language and chaining. Assembly listings were given for true PEEK and POKE and for the previously omitted sound function. I would like to see bug fixes included as with the Action! newsletters.

Anyone purchasing Kyan Pascal (v 1.3) after 1/1/86 can get the new version 2.0 free of charge when it appears. That is important, since I don't consider Kyan Pascal or its manual particularly usable by the novice at this point. Those of us who got Kyan Pascal before Dec 85 have to put out $20 for Version 2.0!

Evaluations

Dick:

This reviewer (like Jim Stevenson) holds the viewpoint that the home computer is primarily a learning device and that Kyan Pascal greatly enhances your Atari computer in serving this function. Kyan Pascal has been recently advertised for as low as $44 a copy. At this price the reviewer recommends -- Buy it!

Mark:

Kyan Pascal is an excellent standard Pascal plus a whole lot more. The editor, compiler and other features really makeup one great Pascal package. The suggested list price, $69.95, is well worth it for the serious or amateur Pascal programmer.

Jim:

My views conform more to those expressed by Ray Cole in his review. Kyan Pascal fulfills Wirth's pedagogical goals for Standard Pascal but its lack of extensions makes it perhaps unsuitable for tapping Atari's graphics power. My vote for the best programming language for Atari is still Action!. The excellence of the editor and the speed with which you can move between compiler and editor is unexcelled. The simplicity of accessing specific addresses and the lack of hassle over semicolons are a joy. However, since there are no tutorials in Action! and no explanatory texts on the market other than the (excellent reference) documentation that came with the software, Action! is not for the newcomer to structured programming. Thus Pascal wins again for the novice. Even for the experienced programmer, Kyan Standard Pascal has a strong place, namely in applications that rely heavily on operations with real numbers, such as simulations and other scientific programming.

REVIEWING THE ANTIC CATALOG

by Charles Cherry

The Antic Catalog is a source for some great software at reasonable prices. The problem is that not much is known about the products. This is because it does not get reviewed. Antic Magazine does not review it to avoid the appearance of a conflict of interest. The other magazines do not review it because they put competition with Antic ahead of informing their readers. It's a shame, really.

Before I begin, I need to put my biases out where they can be examined. I was Product Manager for The Catalog for a while last year. I still write for the magazine and do occasional projects for The Catalog. I have friends at Antic and I know no one at any other software publishing house. Nevertheless, I intend to judge the software fairly. If you disagree with any of my assessments, give me a call. We'll put your rebuttal in the next issue.

I will just cover the 8-bit products this month. I know them better and they seem to be in short supply. Some are listed as "Sold Out" and others are "Limited Stock". I guess that means they won't be available long. Antic has a 20% sale now. Buy two products and save 20% on your next order. Obviously, you should purchase the two cheapest disks, get the coupon, and then buy out the store. You can buy the software over the counter at Antic (544 Second St. San Francisco). That saves time and the postage and handling. The software is also available at some dealers, often at lower prices.

I will rate the products as follows:

★★★★ Buy it. If you have an Atari, you need it.
★★★ This is the best of its kind.
★★ A good value for the money.
★ Forget it.
(no stars) I don't know the product.

So, open up your Catalog and let's wander through it. We'll ignore the hype. I wrote a lot of it. We'll also ignore the third party products. You can see reviews for them elsewhere.

★★★ RAMBRANDT

The most powerful drawing package for the Atari. Not as easy as some, but it does everything (except Graphics 8). There is a patch which lets you use the button on the Atari Touch tablet and the Zenobian Rat. It is on the RAMbrandt COLLECTION, a public domain slide show, which is also recommended.

★★★ SOLID OBJECT MODULE

Not CAD-3D, but a usable enhancement to RAMBRANDT.

★★ EARTH VIEWS

Interesting geography tool and game. Some people love it. Does *not* produce maps for you to use.

★ SPACE BASE

PLANETARIUM from Atari is much better. I think PLANETARIUM requires an XL/XE with 64K, I know it needs a 1050. If you have an 800 or an 810, you might consider this.

★★★ ORBIT, A TRIP TO THE MOON

A wonderful game/simulation, very realistic. Joystick controls are a little difficult to master. An ideal gift for the kids.

★★ XTAL - ADVENTURE IN SPACE

A good update to Star Raiders. I'm not much on games.

★★★ BLUE TEAM BRIDGE

Simply the best bridge game on the Atari. If you play bridge, or want to, this is for you.

★★★ COLOSSUS CHESS 3.0

No longer the most powerful chess game on the Atari, but I think it is the most playable. If you just want a chess game, any of them will do. If you are serious about chess, get Colossus.

★★★ THE RHYTHM COMPOSER

A drum machine. Useful to musicians, a lot of fun to everyone. I will demonstrate it at the August meeting.

★★★★ COLORSPACE

Wierd and wonderful. The best demonstration of what Atari graphics can do. This should be required for all Atari owners.

★ WORD and GRAPHIC MAGIC

Sold out and it's just as well. This is a decent word processor, but TEXTPRO is better and it's free. A historical note: Word Magic was the first wordprocessor which let you include pictures in your text. It was the first on the Atari, possibly the first on any computer. Thanks Jim Thompson.

★★★ SPELL MAGIC

The best spelling checker because it looks up all the words while you go out and watch Wheel of Fortune. When you get back you can whip through the corrections.

★★★★ CREATIVE PROCESS

The only outline processor for the Atari. Anyone who writes should have this. Ideal for research papers in school. It also doubles as a free-form database. Not perfect, but it's the only game in town.

** CALC MAGIC

Powerful, easy to use. A worthwhile alternative to SYNCALC. The programability makes it a joy for things like home accounting.

THE ENHANCEMENT DISKS

I don't know this product. I do know that it brings together all the public domain enhancements and adds a lot more. B/Graph is the best graphing/statistics package for the Atari. If you use it, I guess you need this.

* BBCS II

This just never got fixed right. It is powerful, but frustratingly unreliable.

** BACKTALK 1.2

It does more than EXPRESS, but not enough more. If EXPRESS doesn't fill your needs, give BACKTALK a try. My copy of 1.2 was a little flakey and I went back to 1.1 until I switched to EXPRESS.

*** CHAMELEON

If you plan to keep your Atari for a long time, you should probably get this while it is still available. Someday you may need to talk to a mainframe.

Skip over the ST section with its full color pictures. I suppose you can't blame Antic. FLASH probably made more money than the whole 8-bit catalog combined.

** and a half PICTURE +/LISTER +

There is not much to choose between PICTURE + and MAGNAPRINT. PICTURE + manipulates pictures better and is easier to use (although neither is effortless). MAGNAPRINT prints slightly better. I prefer PICTURE +, but I won't hold it against you if you like MAGNAPRINT.

**** ENVISION

OK, it's a font editor. We never said that out loud at Antic. But it really is more than that. Buy it, even if you already have 12 font editors. Buy it, even if you don't know what a font editor is. Some day you'll thank me.

** GRAPHIC SHOP

If you use PRINT SHOP, you need GRAPHIC SHOP or something like it. The price seems a little high and I've heard of other products that do the same thing, but I've never seen them. Also get the Public Domain Icon Graphics Editor on page 15, and give a copy of it to the ABACUS disk library.

MAPWARE

Too bad you missed this one. It did produce nice maps, slowly. It was a real educational tool. You may find it in a store. Too bad they let it expire.

* SCREEN PLOT

You can skip this one unless the 1020 is your only printer. It prints pictures as pixels, sounds like a woodpecker. Results are mediocre.

*** PRINTER DRIVER CONST. SET

If anyone is still using the ATARIWRITER cartridge, you need this for most printers. It is the best of its kind, but you'd be better off getting TEXTPRO.

** DATA MANAGER XL

Data bases are a weak point on the Atari. There just aren't any real good ones. This one's as good as any of them. The joystick option makes browsing files easy and fun.

* THE FAMILY TREE

Not the best geneology program, although it is certainly the cleverest.

*** ASTROLOGY

Don't laugh. I have a friend who ran charts on this, added boiler-plate text to explain the chart, and sold them for $10 each.

** SHERLOCK 1050

The Atari world need a real good sector editor. This isn't it, but it's passable. I use DISKEY, hard to find and harder to use, but more complete than SHERLOCK. Still SHERLOCK is better than nothing.

INTERLISP/65

I don't know this package, but I would seriously doubt that LISP can be usably implemented on an 8-bit machine. If you have tried it, let us know.

BASIC VIEW

I don't know this product. No comment.

*** FLOATING POINT EXTENDED D.D.T.

If you use MAC/65 or if you ever intend to do assembly language programming, get this now. It's a steal.

* DEEP BLUE C and MATHLIB

C doesn't fit well on an 8-bit. But, if you want to learn C, this will help. Good luck.

*** THE DRAGON'S TAIL

I'm responsible for putting this into The Catalog. It is eccentric and poorly organized. BUT, it is unique and undeniably powerful. If you program in BASIC, you will find much to like here, and some to hate.

* CHOP SUEY

I really dislike this program. But that didn't stop it from being Antic's best selling program.

** SEVENS KLONDIKE SOLITAIRE

The best solitaire I've seen, but it won't let you cheat. No comment on SEVENS except that it has great graphics.

**** SEVEN CARD STUD CRIBBAGE

Every one should have some card games on their computer. These are my nominations. STUD is especially good. Your computer opponents have indivisual personalities and you can bluff some of them, or they might bluff you. You can also design your own opponents. Get it and have fun.

I'm only going to mention four Public Domain disks. The others are widely available elsewhere for less money or of limited appeal. If you buy these programs, make a copy for the ABACUS Public Domain library.

*** AMIS XM10.BBS

A first rate bulletin board for the Atari 300 baud modems.

*** 130XE HI-RES DESIGNER

It ain't that great, but it's the only mode 8 graphics package in captivity. Only works on 130XE, I don't know why. Written in compiled BASIC. Includes source code.

*** TRIVIA QUIZ

Truly an excellent implemetation. Four people can play on an 800, 2 on an XL/XE.

*** PERSONAL FINANCE AND EDUCATION

The home accounting package on this disk is better than the commercial ones.

That's the lot. There's some real good stuff here at decent prices. Four of them must-haves, COLORSPACE, CREATIVE PROCESS, ENVISION, and SEVEN CARD STUD/CRIBBAGE. Others are also useful. Only a couple of clunkers. Check it out while they're still available.

MAGAZINE LIBRARY REPORT

by Ed Ness, Magazine Librarian

I would like to thank CARL VON HERRRMANN for the CREATIVE COMPUTING, COMPUTE, BYTE, INTERFACE AGE, & MICROCOMPUTING magazines that will help fill some of the gaps in the magazine library. I know that some of you members must have some surplus magazines that you don't need that could make this library even better.

The following is an update of what is needed for the magazine library.

ANTIC VOL.1 #2; VOL.2 #1,2,4; VOL.3 #10,11,12; VOL 4 ALL; VOL.5 #2,3,5,7,to 12; VOL.6 to current issue.

ANALOG #1 to 4; #6 to 9; #27 to 41; #43 to current issue.

COMPUTE VOL.1,2 all;VOL.6 #10; VOL.7 all; VOL.8 to current issue.

CREATIVE COMPUTING VOL. 1,2,3,4; VOL.5 #1,3; VOL.6 #1 to 8,10,12; Vol.7 #3.

BYTE VOL.1,2; VOL.8 #12; VOL.9 #3,9,11,12; VOL.10 #1 to 5,; VOL.11 #5,7 to current issue.

START most issues.

ST APPLICATIONS all issues.

I maintain the listings of articles in the various magazines with SYNFILE+. To update the listings I have to redo the various files over and over again. Can anybody help me make additions to these files without doing the whole file over again?

The following is an list of programs and articles in BASIC that I have found in magazines that we have on file:

ACCURATE TIMING IN BASIC, ADDING BASIC FUNCTION KEYS, ADDING COMMANDS TO BASIC, ALL SORTS OF BASIC SORTS, ATARI AUTORUN IN BASIC, ATARI BASIC TUTORIAL, ATARI BASIC, STRING SORT, ATARI EASY SCROOL, ATARI LINE RANGE MANIPULATOR, ATARI MASS LINE DELETE, ATARI SAFE RAM, ATARI TAB, ATARI TIMES, AUTOMATIC PROOFREADER, BASIC ATARI, BASIC SORTS, BASIC COMPILERS, BASIC PROGRAM TECHNIQUES, BEYOND BASIC, C:CHECK, EDITING PROGRAMS, FOR NEXT LOOP, MOVE MISSELS IN BASIC, MOVING PLAYERS IN BASIC, PLOTTING IN ATARI BASIC, STRING ARRAYS, STRING SEARCH, STRINGS IN BASIC, THE ASCII CODE, WRITING TRANSPORTABLE BASIC.

The following is an list of LOGO programs and articles:

ATARI LOGO, DEMONS OF ATARI LOGO, FRIENDS OF THE TURTLE, LOGO MODERNE, SAFE SPACE AND LARGE LETTERS, SOLVING PROBLEMS WITH LOGO, SOLVING PUZZLES WITH LOGO, TURNING LOGO UPSIDE DOWN.

In the follwing newsletters I will list some of the other articles that I have found in the magazines.

reprinted from March 87 SPACE PROBES, Southcentral PA. Atari Computer Enthusiasts, Harrisburgh, PA

ICD Multi IO

by Phil Cartier

I read about the Multi I/O on Compuserve last summer. It sounded like an ideal expansion accessory for the XL and XE computers. I had just completed 256K expansions for my 800 and my 800XL. Although difficult and frustrating, both conversions worked and introduced me to the power and speed of the ramdisk. The ramdisk really made thing faster and easier. However, it also showed the problems with a computer ramdisk. Errant programs were forever locking things up and causing me to reboot. Multi-IO solved the problems. It has its own power supply and maintains its memory even when the computer is off. Programs that crash an XL or 600+ don't affect the Multi I/O at all. It takes more than an errant poke to upset it.

The Multi I/O also takes the place of several other attachments. It includes a Centronics compatible printer port, an RS-232 port for modems or printers, a video port for a forthcoming 80 column card, and THE high tech enhancement- a SCSI hard disk interface. In addition, it holds either 256K or less of memory for a ramdisk/printer buffer. All in all, a very cost-effective little box, even at the list price of $199.95 for the 256K model. Just add it up- $40-50 for a ram expansion, $60-80 for a printer buffer, $50-100 for a 850 interface, or ICD's PR: connection, and at least $80-100 for an hard disk interface, if you can ever find one.

The Multi I/O is a light grey box virtually the same size as an 850 interface- about 1 X 7 X 9 in. It comes with a 9 volt AC power supply and on top is a silkscreen of the ICD and Multi I/O logo. A six inch ribbon cable and connector come out the front and plugs directly into the back buss on the 800XL. The 130 XE requires an adaptor that plugs into the cartridge slot and extender. The adaptor has two cartridge slots in it, one for a regular cartridge, and one for their R-time battery backed clock. Hook up is simply a matter of plugging in the computer connector and the power supply. Even I could do it.

Near the left hand edge on top are two LEDs. One green (power on) and one red for when the MIO is active. Along the left hand end are the power jack, the on/off switch, the RS-232 port, and the video port. The video port is there, but the card to run it hasn't been released yet. On the right hand end are a standard Atari DB-15 printer port, and the fifty pin SCSI socket.

The unit works as advertised. I've had it on continuously for about a week with no problems. The RS-232 port works a modem just like the 850 did. I just unplugged it from the one and stuck it onto the MIO. The printer port works just like the ICD P:R:Connection. I had been using a printer hooked to the Atari serial port, so I didn't have a long enough cable for the MIO. I did have a short cable that plugged in and confirmed that the printer printed like it was supposed to.

ICD's MIO apparently has a few minor inconsistencies with the 850, but nothing has bothered me, nor have I heard any complaints about it. Lacking a hard drive I hav not tried the SCSI interface. I have talked to several BBS's that are running hard disks off the MIO with no problems, so any problems should be traceable to a hardware defect and repairable.

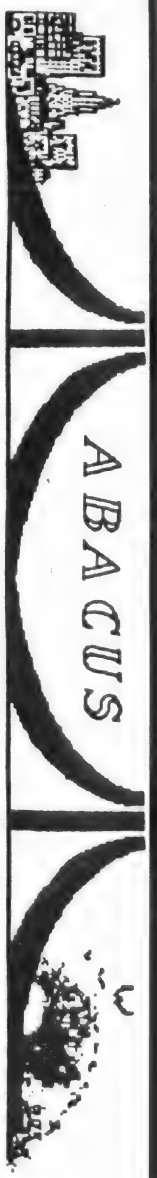
ICD includeds a copy of Spartados to run the MIO. Necessary since few people could do anything with MIO otherwise. It isn't a complete DOS, but it does recognize the ramdisk and hard disk, and can access files on any Atari format disk. Spartados uses a lot of extrinsic commands loading them in from the disk when needed thereby freeing up memory for other uses.Common commands like Rename, Copy, Erase, DIRectory, and others are in memory all the time. It works like MS-DOS making it familiar to IBM users. The best feature is that all of Spartados can be copied to the MIO ramdisk to speed up operation.

The MIO can be accessed directly at any time by pressing the select and reset button (holding both down while the reset occurs). This brings up the MIO menu. Be careful not to accidently do this as it erases whatever is in the computer's memory. The configuration menu lets the operator control all the MIO functions. Up to 8 drives are recogized and they can be switched around at will. This lets the computer boot from the ramdisk. It takes all of an eyeblink. I made up a boot disk with Spartados that contains all my frequently used programs. After initializing the ramdisk with Spartados I copy all the programs to it. Two keystrokes switch the ramdisk with drive 1. Then, when the computer is turned on it boots from the MIO in less than a second. Spartados also has a RD.COM file that can be used to set up the computer memory ramdisk if desired for use in programming.

The setup menu also controls the printer spooler. This handy device holds text to be printed until the printer gets to it. No more waiting around for a long letter or article like this to print out. The buffer has a number of features: a Pause between documents, Repeat for multiple copies, and line feeds if your printer needs them. Both the serial or parallel ports are supported. P1: is the MIO, P2: is the Atari serial port. None eliminates the buffer entirely. The Atari serial port doesn't have a buffer though. I guess that was too tricky even for ICD to do.

The RS-232 port is also easy to configure. You can easily set baud rate up to 19,200, parity, stop bits, and either R: or P: depending on whether you want another printer, or a modem.

Finally, you can set up for your hard disks. Each drive in the configuration menu can be up to 16 meg. Either as a physically separate drive, or as a partition on a larger drive. Just hook up your 60 megabyte Prism ID60 and go. Kind of ridiculous, since 10 meg will probably hold every 8 bit program ever published.



INPUTS FOR YOUR ATARI

reprinted from QUACE Newsletter, Queensland Atari Computer Enthusiasts, Queensland, Australia

The most common type of input your ATARI gets, are the signals it receives back from the joysticks and paddle controllers. But with the use of some inexpensive sensors, you can increase the usefulness of your computer, or just have fun experimenting with your own surroundings and your ATARI computer.

The types of sensors range from micro switches, through microphones, to light and temperature sensors. Any one of these can be connected and sensed by your ATARI at the same time. This allows you to use your Computer to control an intelligent alarm system, or any number of different applications, only limited by your imagination.

The easiest sensor circuit to construct, is simply a MEL12 phototransistor soldered onto a 9 pin joystick plug. The MEL12 costs about $1.30 at DICK SMITH Stores and the 9 pin plug costs about $3.75. Looking at the back of the MEL12 with the wires facing toward you, you will notice that these wires are in a triangular pattern. You can cut the top wire off short, as we only need 2 connections for this project. Now with the back of the 9 pin plug facing you and the wires of the MEL12 facing away from you, with the short wire at the top, you can solder the left side wire to the 2nd connection from the left on the bottom 4 pin row on the 9 pin plug (this is the +5volt connection), then solder the right side wire to the last connection on the bottom row on the 9 pin plug (this is the paddle(0) connection).

By writing a simple BASIC program like:

```
10 SOUND 0,PADDLE(0),10,10
20 GOTO 10
```

You can hear the sound varying, as you vary the amount of light falling on the phototransistor. By putting the value of paddle(0) into A, you can get the value of the paddle port to match the range of the sound register e.g.:

```
10 A=PADDLE(0)*1.11
20 SOUND 0,A,10,10
30 GOTO 10
```

As you can see, it is very easy to write simple programs to take advantage of the different sensors you can plug into the joystick ports of your ATARI computer.

A practical use for your computer, would be to use it as an intelligent burglar alarm system and it is a very simple task to add the hardware and software to perform this task. The signals coming from the joysticks are really only the opening and closing of switches and, in the case of the paddles, the reading of varying amounts of resistance. You can connect your own switches and sensors to these ports, so they can be scanned by the computer and used to trigger different responses, according to the software program you write.

Each port can read 5 switches and 2 light or sound sensors at the same time. This will allow you to design an alarm system with 10 switched circuits and 4 sensor circuits for the XL/XE's or 20 switches and 8 sensors for the older 400-800 ATARI computers. Any type of switch can be used from magnetic to micro-switches.

The connections for these switches are, looking at the back of the 9 pin plug with the 5 pin row at the top, each switch circuit has to have 1 end connected to the 3rd from the left on the bottom row, the other ends can be seperately connected to pins 1-2-3-4 from the left on the top row and 1st from the left on the bottom row.

(Continued)

INPUTS FOR YOUR ATARI (CONTINUED)

The sensors have 1 end connected to the 2nd from the left on the bottom row and the other ends connected to either 1 of the right hand side last pins, these are paddle(0) and paddle(1) on joystick port 1 and paddle(2)/paddle(3) on port 2.

I use the inputs into the ATARI to sense movement and the audio output from the DIN plug at the back of my 800XL to speak out through a small robot which guards our company vehicles at night.

By using SAM, the robot actually talks to anyone who hangs around the vehicles for too long after midnight.

The Securobot can also be used to play music at barbecues, or when your just working outside your house. As I mentioned before, the uses of the ATARI computer are only limited by your own imagination.

See you at the next meeting.

W.Kilburn

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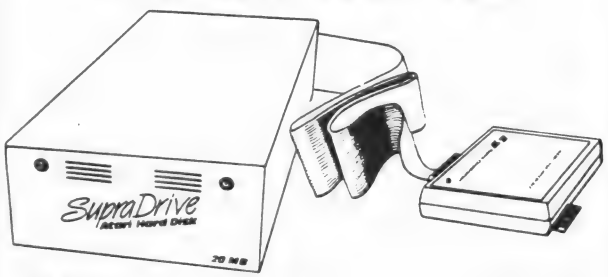

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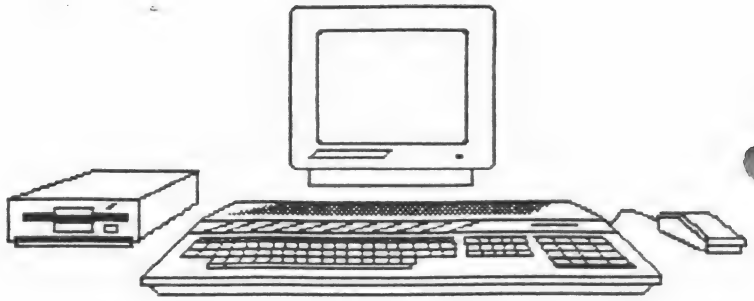

RANDOM THOUGHTS

by Rob Re

THEY GOT JUGGLERS, WE GOT JUGGLERS - If you have seen the most current dazzling demonstration on the Amiga, the one with the strange looking fellow juggling 3 reflecting balls, then you have also seen the latest ST demo. Not to be outdone, some Atari users have come up with a very respectable copy to run on the ST. Admittedly there are fewer colors, but in most other respects it about the equal of the Amiga demo. This is fun. Now I guess we have to wait for Xanth to come out with something better. I have an idea. How about some guy juggling three Amiga computers each running a different demo, and the whole thing in 3D with Antic's glasses?

WHOOPS! - A dealer reported to me that a recent port of a game program from the Amiga to the ST at one point prompts the user to insert the "Amiga" disk. Oh well, that is one bug the programmers cannot blame on TOS or GEM.

ATARI RELEASES ONE MORE - Another drip has come out of the Atari software pipeline. Battlezone, the popular arcade game from 7 or 8 years ago, has finally hit the stores under the Atari label. I did not get a chance to get a look at it, but at less than $20 in the store I saw it, at least Atari continues to put out low cost software.

THIS MONTH'S RUMOR ON THE BLITTER - The latest rumor on the long awaited blitter chip upgrade seems to indicate that the blitter upgrade for current ST owners will entail a board swap. If this is the case, a lot of users, myself included, who upgraded the memory will be upset, to say the least. I guess we will have to wait a few months and a few more rumors to find out the truth. After all, the Mega's will be getting most of the blitters, and it looks like they will not be out for another month or so.

ATARI IN THE CHIPS - According to a report in ST World, Atari has purchased an equity share in NSI, a chip and board making company back east. Rumors have been flying that Atari wanted to buy a chip company so that it could better control its chip supplies and cost. I for one sure hope this is not the company that has been doing the Blitter chip.

MEGA DEALERS TO BE RESTRICTED - Apparently Atari is going to attempt to control the dealers that will be allowed to carry the new Mega machines. It seems that only about one third of the current dealers will get the Mega's, and they will not be allowed to discount the machines. No discounts on Atari machines is a contradiction of terms for most of us long time users. Buying at list price? Come on Atari, that is not american. What are we going to talk about at meetings if we can't talk about who paid the least for their equipment?

THOSE GOOD OLD REPORTERS - A recent blurb in the SF Chronicle reported that Atari, maker of "games", is going to purchase most of their RAM chips from American firms rather than from Japan as the result of the recent tariffs placed on Japan. "Game" maker? Maybe we should start calling the Chronicle a comic book. Then again, that would be pretty accurate in my case since the comic section is the only section I regularly read.

ATARI IN THE MUSIC BUSINESS - Next time you are in your favorite music store, do not be suprised to see an ST computer for sale. Atari has signed up 50 music stores already and plans to sign up another 200 in the next few months. When you combine this with the already extensive library of MIDI software, one has to believe that the ST is becoming the computer of choice for musicians.

THE ST, A MACHINE OF MANY FACES - First there was CPM, and then David Small comes along with a MAC emulator for the ST. Now there is a reasonable IBM emulator in PC Ditto. I hear there is a program that partially emulates an 8-bit Atari, and even rumors of an Apple emulator. You say you do not like GEM, no problem, What kind of computer you say you want me to slow this ST down to look like? Just a second while I boot this disk ...Let's hope some fanatic with a drawer full of 2600 cartridges does not come out with a VCS emulator.

reprinted from LACC, June 87. Lawrence Atari Computer Club,
Lawrence, KS

Aegis Animator

I purchased the Aegis Animator some months ago, and now feel that I have used it enough to review it fairly. The first version of the Animator was released for the Amiga (a Commodore, as most should know by now). The program on the ST is version 2 and has several features not found on the original one. I do not know if they made version 2 for the Amiga also. This is all by the way, however. The bottom line is that the Animator was the first complete and usable animation package available on the ST.

The program implements three different methods of animation. It supports the obligatory color-cycling (such as used frequently in creating water-falls), it has 'metamorphic' animation, a rather new concept to personal computers, and of course cel animation. Thus, there may be a versatility bonus in this program. (Read on...)

I don't see any reason to dwell over color-cycling or cel animation very much. The previous example of color-cycling to produce a waterfall 'shimmering' and its existence in all of the major drawing programs (Degas, NeoChrome etc.) should make it familiar to most ST graphics afficionados. Cel animation is merely the flipping through several progressive images at a rate fast enough to create the illusion of movement (like the individual photographs that make up a movie).

Metamorphic animation is a different thing all together. The Animator has built in creation routines that generate polygons, circles, stars and other such things as basic objects. You can then bend, distort, rotate and otherwise mutilate these things to your hearts content. The Animator will, through a variety of ingenious little processes, make the "inbeetween" steps so that you can watch your little shapes "metamorphose" into different ones. Finding an application for this is up to you, for I sure cant, but it's cute.

Is it easy to use? Is that a trick question? How about "maybe"? The folks at Aegis broke their backs trying to make a good user interface. I think they either didnt go far enough or they went too far. The program is fully Gem'd, with all sorts of drop down menus and cute little icons. You have access to all of the programs capabilities through these tools, though they prevent any sort of accuracy or precision for most operations. What they did do is make the script files an editable text file giving you precision down to the pixel. Now the gem business is relatively easy to use and expedient, but if you want any kind of precision you must go to a text editor which can be a royal pain but yeilds the best final results. I suppose it depends on what your interests or needs are. I would just assume make it ALL text and concentrate on speeding up that method of constructing an animated sequence. That would be too complex for the market of people who aren't perfectionists. They did a sufficient job of supporting both groups.

What about the important part? How does it look? Well, with sufficient work, the results can be excellent. The program has excellent management of time so you can make almost every event fit perfectly and smoothly in with the rest. If one takes the time to time everything well (yep, usually with the text editor) you can make very nice, maybe professional, animations.

I could go on for pages listing all of my little likes and dislikes about the program, but I wont. With enough patience, almost anything CAN be done with this program, and for all the work they put into the user-interface, they found enough time to do excellent display routines. The documentation is sufficient (downright good when compared to the manuals of many ST applications) and the program can be "mastered" in a relatively short time (this is not to say that their arent enough features, for I have really no complaints about that). It is probably worth the $80, PROVIDED that they continue to support it with new versions (like maybe one for the blitter in the new Megas (pant pant drool)). If you want an animator, definately check this one out.

-Martin Doudoroff (Highlander)

reprinted from MICHIGAN ATARI MAGAZINE, June 87, Combined
Michigan User Groups, Lansing, MI

ABACUS

reprinted from LACC. May 87. Lawrence Atari Computer Club.
Lawrence, KS

Hints & Tricks

by John DeMar

1) Saving the GEM DeskTop

I always see an ST booted at a store and can't believe how messy they keep their DeskTop. I shouldn't be too critical -- the top of my desk is pretty hard to find! The "Option" Menu on the GEM DeskTop has a choice called "Save DeskTop". It creates the file called "DESKTOP.INF" which remembers what your DeskTop looks like (icon and window positions, screen resolution, etc). The next time you turn on your computer, the DeskTop display will look just as you left it. For instance, I have my disk icons placed at the bottom left of the screen and the trash can at the bottom right. I resize and move my windows so that they are equality centered vertically next to each other (text viewing). Go to the Option Menu and Save the DeskTop. Next time I boot, everything looks familiar and comfortable to me!

2) Renaming the Icons

I've found it more appealing to have the disk icons named "Top Disk" and "Bottom Disk", to correspond to the physical position of my disk drives. Point to a disk icon and click the button to make it dark (selected). Go to the Options Menu and select "Install Disk Drive". Type in the new name in the drive name field and click on the Install button. Voila! Your icon is renamed. If you save the DeskTop, the name will be there permanently. You can rename the trash icon by loading the DESKTOP.INF file into a text editor and renaming it where it is shown in its special format. If you do this with ST-Writer, make sure the top and left margins are set to zero, then print to disk (do not use Save since ST-Writer uses a different format).

3) Installing an Application Document-Type

This sounds complicated but it's really a useful feature. For instance, you probably name all of your ST-Writer files with a file extension ".DOC". Normally, you would load ST-Writer then load the document file. Here's how to do it in one step! On the DeskTop, click once on the application program name (or icon) to make it black (selected). Go to the Option Menu and choose "Install Application". In the field called Document Type, enter the three characters for the file type associated with the application (DOC, for the case of ST-Writer). Then, save the DeskTop to make this a permanent choice. From now on, all you need to do is click twice on any document file (".DOC" on the name) and ST-Writer will load automatically and the document file will load into ST-Writer, waiting in the edit mode! Make sure ST-Writer is on the same disk as your document files or this will not work.

4) The Infamous <ESC> Key

The Escape comes in handy for a couple of things. When you remove a disk from a drive and replace it with another, the DeskTop still shows the directory for the old disk. I spent the first two months closing the window and re-opening it to see the directory of the new disk. Not so! Simply press the <ESC> key and the directory will appear for the new disk! Also, the Escape key is used to erase text fields in GEM Dialog Windows. For instance, you're entering the date in the Control Panel -- just hit <ESC> and the old date will erase and the cursor will go to the beginning of the field.

5) The Case of the Dead Mouse

I've heard of missing mice and a sick mouse or two. But, there's no such thing as a dead mouse! The ST keyboard allows you to move the cursor around without using the little critter. Hold <Alternate> and the cursor arrow keys to move the pointer in steps and use the <Alternate> and <Shift> keys together with the cursor keys for fine movement. The <Alternate> key with the <Insert> key acts like the left mouse button and the <Alternate> key with the <ClrHome> key acts like the right mouse button. It makes a lot of sense once you think about it!

12) Types of Programs

The first day my ST arrived, I sat for three hours trying to make the cursor appear with 4thForth from the Dragon Group. Finally, I gave them a call and they talked me through it... install the program as a TOS application! There are four types of programs on the ST and here's a quick explanation of each: GEM APPLICATION. A GEM application is a program with a ".PRG" type at the end of the filename. This type of program uses the GEM interface or was written to enter and exit appropriately with the GEM DeskTop. GEM DESK ACCESSORY. A Desk Accessory is a program, usually smaller than a full application program, that loads into memory when you turn on the computer. They remain in memory and are convenient at anytime from a GEM application through the "Desk" Menu. These programs, with a ".ACC" file type, are really multitasking programs running in infinite loops when the main application isn't busy. A desk accessory must be programmed as such and regular application will NOT work as an accessory. NON-GEM PROGRAMS. Other programs that do not make use of the GEM routines have a ".TOS" file type. They strictly use GEMDOS functions and supply their own interaction with the user. Usually, a TOS program requires a blinking cursor which is enabled automatically when the program is run. TTP PROGRAMS. A special type of TOS program has a ".TTP" file type. These programs require a list of arguments for input to the application. If you are familiar with CP/M or MSDOS, these programs

reprinted from THE ACCESS KEY, December 86, Atari Computer Club Encompassing Suburban Sacramento, Sacramento, CA

ST CONTROL CHARACTERS

CLEAR SCREEN: ESC E Clears all characters from the screen and moves the cursor to Home position, the top-left corner of the screen. (row 1,column 1)

CLEAR TOP OF SCREEN: ESC d Clears the screen from Home position to, and including, the cursor position.

CLEAR BOTTOM OF SCREEN: ESC J Clears the screen from, and including, the cursor position to the bottom of the screen.

CLEAR LINE: ESC l Erases the entire line the cursor is on, and moves the cursor to the leftmost column.

CLEAR BEGINNING OF LINE: ESC o Erases from the beginning of the line to, and including, the cursor position.

CLEAR END OF LINE: ESC K Erases from cursor position to the end of the line.

INSERT LINE: ESC L Inserts a new blank line at the cursor position and moves all following lines down one line, and puts the cursor at the beginning of the blank line.

DELETE LINE: ESC M Deletes the line the cursor is on and moves all following lines up one line, adding a blank line at the bottom. Puts the cursor at the beginning of the line following the one deleted.

MOVE CURSOR: ESC Y row+31 col+31 The two characters that follow the "Y" specify the row and column to which the cursor is to be moved. Rows are numbered 1-25, and columns are numbered 1-80. Note: this command is four bytes long, instead of two.

CURSOR UP: ESC A Moves the cursor up one line. Note: this command, and the three following it, have no effect if they would move the cursor off the screen.

CURSOR DOWN: ESC B Moves the cursor down one line.

CURSOR RIGHT: ESC C Moves the cursor one position to the right.

CURSOR LEFT: ESC D Moves the cursor one position to the left.

HOME CURSOR: ESC H Moves the cursor to the Home position.

INDEX UP: ESC I Moves the cursor up one line. If the cursor is on the top line, a scroll down is performed.

DISABLE CURSOR: ESC f Causes the cursor to be invisible.

ENABLE CURSOR: ESC e Restores the cursor to visibility.

SAVE CURSOR: ESC j Saves the current cursor position.

RESTORE CURSOR: ESC k Moves the cursor to a previously saved position. If you use this command without previously saving the cursor, then the cursor is moved to Home position.

INVERSE VIDEO: ESC p Characters are displayed as background color characters on a foreground colored cell.

NORMAL VIDEO: ESC q Characters appear as normal.

WORD WRAP ON: ESC v Causes the first character past the last displayable position on a line to be placed in the first character position on the next line. The screen scrolls up if necessary.

WORD WRAP OFF: ESC w After the last displayable character on a line has been reached, the characters overprint; thus, only the last character received is displayed.

SET FOREGROUND COLOR: ESC b color Selects the color in which the character is displayed. The character "color" must be in the range 0-15. In medium resolution, you may choose from four colors; in low resolution, you may choose from 16 colors. Note: this command, and the next one, are three bytes long, instead of two.

SET BACKGROUND COLOR: ESC c color Selects the color of the cell that contains the characters. The character "color" is as above.

EXAMPLES:

1) To move cursor to row 5, column 10, you would use:

```
ST BASIC:    PRINT CHR$(27);"Y";CHR$(36);CHR$(41);

PASCAL:      write( chr(27),'Y',chr(36),chr(41) )

C:           printf("%c%c%c%c",27,'Y',36,41)
```

2) To clear the screen, use:

```
ST BASIC:    PRINT CHR$(27);"E";

PASCAL:      write( chr(27),'E' )

C:           printf("%c%c",27,'E')
```

(The ACCESS Key wishes to thank Ric Kalford, who gleaned the above information from the Developer's Package.)

FOR SALE

ATARI ST Developers Kit - Complete Package, purchased new in May 1987, unused. $200.00 Barry Orlando, 1120 Deerfield Dr., Napa, CA 94558 (707) 257-2326

"As a matter of fact, it worked too well—I programmed my income, budget, and expenses and it advised me I couldn't afford to own it!"

!!!

ABACUS meets (usually) on the first Saturday of each month at The 19TH AVENUE DINER, 1201 19th Ave., San Francisco, 10:00 a.m. to 3:00 p.m. Attendance is free and open to everyone. The 19TH AVENUE DINER is at the corner of 19th Ave and Lincoln (right next to Golden Gate Park). We meet on the 2nd floor. 10:00-1:00 is for 400/800/XL/XE owners. 12:00-3:00 is for ST owners. Please park on the street. DO NOT PARK IN THE DINER'S LOT. (Call 753-8483 for meeting details.)

!!!

CLUB MEMBERSHIP Dues are $15 per year. This entitles you to 1 year of the newsletter, discounts on group buys of hardware and software, low cost blank disks, and low cost public domain software.

!!!

ARTICLES for publication should be submitted on disk, via the BBS, or printed out with dark print; 3.5 inch columns; 15-17 characters per inch; 60 characters wide.

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KEEPING PACE

PITTSBURGH ATARI COMPUTER ENTHUSIASTS

August 1987 *Price $2.50*

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NOTICE

Keeping PACE is the official publication of the Pittsburgh Atari Computer Enthusiasts. If you enjoy Keeping PACE and would like to receive it regularly you must do one of two things:

1) Become a dues paying member by filling out the form in back of this issue and by sending a check or money order to PACE at the address on the form in the amount of $20.00 (per yr./family). Membership is open to individuals and families who are interested in using or programming Atari personal computers. Membership includes the subscription to this monthly newsletter, access to the club's disk library and to all club functions and discounts.

2) If you are an Atari User Group you will continue to receive Keeping PACE if we receive your newsletter on an exchange basis at the address on the form. Also we are interested in exchanging Disk Libraries of PUBLIC DOMAIN PROGRAMS.

NEWSLETTER ARTICLES:

Please submit all articles on disk to any of the PACE Officers. Articles may also be uploaded directly to the Editor (412)-941-4107 or the P.A.C.E. Bulletin Board (412) 963-1355.

PACE accepts articles for publication in a variety of formats. Articles may be submitted anytime but will probably not make that month's newsletter if submitted less than two weeks before the regular meeting date. Text files on single sided ST disk and uploads to the PACE BBS are the preferred means of submission.

Due to limitations placed on the use of the meeting room, any retailer wishing to sell products at a P.A.C.E. meeting must register with the President or Vice President one month prior to the meeting. Stipulation for such sales will be explained and will be adhered to. PACE reserves the right to limit space to retailers and others at all meetings.

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President's Report

July sure was a hot one! I hope the heat hasn't melted your Atari's. Now that it's August it's time to think about preparing for school whether you are a student, teacher, or parent. Now that I've provoked unpleasant thoughts, let's move on to pleasant ones, like the MAGIC Atari show being held Aug. 28 thru the 30th at the Southfield Hilton in Southfield, Michigan just above Detroit.

Most of the same vendors that attended our show will be there. Hybrid Arts will be hosting a MIDI-MAZE contest. For those of you who don't know what MIDI-MAZE is I will try to explain the game briefly. The game will be hooked up to sixteen St computers thru their midi ports. Each computer is a different color happy face with a front as a face and a back as a solid color. The object is to move your color face thru a maze where you see only the wall or opponents. As you move, you must shoot the opponents before they shoot you. I believe each person gets five lives and when they are gone you are out of the game. The winner is the last survivor. First prize for the winner of the show will receive a CASIO keyboard and software. They will also be hosting MIDI concerts.

They expect to be showing new Atari hardware releases (ie Meg-st, sx1200 modem, Laser printers, and the PC clone that Neal Harris stated would be in production by then). If you have any interest in going please let one of the board members know. You can get additional information and order tickets by calling (313)-736-4544.

Seattle Atari Trek news.

A new Atari st (520stfm) the f stands for built in floppy drive and the m stands for built in RF modulator.

Neal Harris told his audience that the ST line was the best selling machine in Germany and Sweden, and second best seller behind the Amstrad PC in England. He also stated that Atari needed at least 5000 dealers and have under 1500 now. They are starting a new television ad campaign to increase the public's awareness.

Avant-Garde Systems announced Pc-ditto. An inexpensive IBM emulator for the Atari ST suggested retail price of $89.95.

The board has been discussing the possibility of hosting another Atari fair in November. We have the support of local dealers and we all believe it would be good for all concerned. Unlike last year, this fair would be a low budget no frill fair. We want to show there is still support for both eight and sixteen bit Atari lines. This would bring Atarians looking for new items and a chance to demo software before buying together with vendors and manufacturers that want to show their wares. It's a chance for all to fulfill their needs. Any comment will be greatly appreciated. Let me know.

How are you doing with the membership drive? Have you received any PACE money and helped the club? Thanks to those of you that have brought in new members.

Hope to see you at the next meeting. Well it's off to the beach for me.

Tootles,

Lanny

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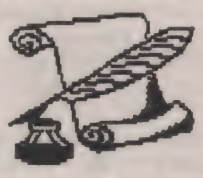

Secretary's REPORT

SECRETARY'S REPORT
by Deborah Ayres,
Secretary, PACE

Well, I want you to know that this is a very unusual report. Some of you may know that I was not at the last meeting because of a previous Girl Scout commitment in Ligonier. However, as I look into my mind's eye, I can see the past....

After Dave Carey opened the meeting, the first order of business was a demonstration of 'Planetarium". This program is from Atari, and Joe Mikenevich did a very good, and enjoyable presentation.

To keep it 'all in the family', so to speak, the next demonstration was by Danny Mikenevich, who is Joe M.'s son. Danny did an interesting demo of 'Mail Order Monster'. This is a conglomeration of several different types of games. It has elements of a maze game, a battle strategy game, a graphics adventure, and a construction set game!

There was no Library presentation, or library disk this past month because of technical difficulties. These were not computer difficulties, but mechanical

difficulties with Wayne's car en route to the meeting. Better luck next month, Wayne, we missed you.

After the break, we held our regular raffle.... twice. We pulled two tickets for something from our raffle table, then we held our special raffle for the 1030 modem. The holder of the winning ticket for the modem, and also holding one of the winning tickets from the regular raffle was Frank Magnotta. Congratulations, and we hope to see a new member on the BBS some time soon.

Then came the BBS demonstration given by John Babson. This was a live appearance by the board, and by the magic of direct connections, John was able to avoid the hotel's phone system altogether. John demonstrated the Michtron BBS that PACE runs for its board, and connected with 1030 Express!. Those of you who were there know that a good discussion followed on how to use both programs, and are now more familiar with the PACE BBS system. This was worth the wait!

Last, but surely not least, was our First Basic Language Class. Dave Carey ran this class for a very enthusiastic group of future basic programmers. The feedback was very good and Dave plans to continue this class at the next meeting.

Now, for the time of truth. I want to thank the members of the board for their collective help and recollection of that meeting. This report is based on their conversation and discussion, and I want to say 'Thanks!'...(But it was nice being telepathic while it lasted!)

Respectfully Submitted,
Deborah Ayres, Secretary
See Youns all next month!

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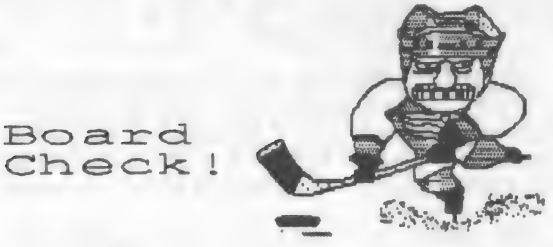

by John Babson, Sysop

The activity on the Bulletin Board has been slow as is typical for this hot time of the year. We gave a demonstration of the operation of the Bulletin Board at the last meeting (8-Bit) and a few people who were there called the BBS to apply what they saw in the demo. I have added a new feature to the BBS for you hackers out there who have an urge to access other computers. While on the Main Menu select the [H]ackers Only option. We have had a number of new uploads to the BBS. From the File Transfer Menu select "L" for a listing of the programs currently available and a brief description.

I mentioned last month that I would talk about the various kinds of information available on the BBS. To see them you need to select [I]nformation Databases from the Main Menu. When you do you will see the following Menu:

Information Files

(1) P.A.C.E. Information
(2) Bulletin Board Information
(3) Miscellaneous Info Files
(4) Adventure Game Solutions
(5) 8-bit Technical Notes
(6) 16-bit Technical Notes

From this Menu you then go to a series of other menus which are shown below.

1 PACE Information

(1) Information about P.A.C.E.
(2) P.A.C.E. Officers
(3) P.A.C.E. Charter
(4) Atari Faire/Show Listing
(5) Other Atari User Group Addresses

2 Bulletin Board Information

(1) Local Bulletin Boards
(2) National Bulletin Boards
(3) List of Download files on Atari's BBS as of 4/21/87
(4) Scan of ST Download Files on PLINK to 12/31/86
(5) List of ST Download Files on PLINK after 1/1/87
(6) Capture of Menus from GENIE
(7) List of Download Files on GENIE
(8) Documentation for Express Program (XL/XE)

3 Miscellaneous Info Files

(1) Analog Magazine Index (Issues 1 thru 49)

4 Adventure Solutions

(A) Zork 1
(B) Zork 2
(C) Zork 3
(D) Infocom's Deadline
(E) Star Cross
(F) Suspended
(G) Enchanter
(H) Infidel
(I) Infocom's Planet Fall
(J) Sorcerer
(K) Witness
(L) Leather Goddess of Phobos

5 XL/XE Information

(1) Documentation for ARC Programs (XL/XE)

(2) ARCX Help Documentation (XL/XE
(3) Memory upgrade to the 1200/800 XL
(4) Additional notes to 1200/800 XL memory upgrade
(5) Memory upgrade (256K) to 130XE (version 1)
(6) Memory upgrade (256K) to 130XE (version 2)
(7) Memory upgrade (576K) to 130XE
(8) Memory upgrade to 130SE (another one)
(9) Speed Script Version 3.0 Documentation

6 ST Information

(1) MEGA ST Information
(2) PC CLONE Information
(3) LASER Printer Information
(4) Modification of the ST for Stereo
(5) Documentation for ARC Programs

After you get to each of these menus just select the appropriate number and the BBS will send to you (in ASCII format) the selected text files. Many of these files are rather long so you will probably want to set your terminal program so that you can capture the text and later dump it to your printer or the screen when you are off line. If you want to break out of any of these files before the end just use Control-C. Don't be surprised if the particular menus look slightly different when you log on. I will be updating these files and adding new files as they become available. Although we are getting limited by our disk space on the BBS we are still looking for uploads. You can also put your files on a disk and send it to me at the PACE address and I will send your disk back to you after I put the files on the BBS.

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AGENDAS

by Deborah Ayres

***** Agenda for August 8-Bit Meeting *****

---> Library video or demonstration - There is a strong possibility that there will be TWO, one for last month, and one for this month.

---> Break

---> Raffle

---> Movie Maker, demonstrated by Bill Covert, our new 8-bit At-Large Officer

---> Bank Street Music Composer, demonstrated by Dave Carey

---> Basic Language programming course, Part II

***** Agenda for July 16-Bit Meeting *****

---> Bob Haden will demonstrate how to add another Hard Disk to an existing HD. He will also answer questions on how a computer works.

---> Barbarian, a game that has excellent graphics, demonstrated by Jerry Cobbs

---> DTack Basic, an ST Basic, distributed by DTack Grounded, who donated this program to PACE. It will be demonstrated by Rick Gierl.

---> Goldrunner, demonstrated by Jerry Cobbs, is another ST game with some startling graphics.

---> .ARC Modula 2 version demonstration.

There will be a raffle, too!

**** Agenda for August 16-Bit Meeting ****

---> Protos, demonstrated by Jerry Cobbs

---> A demonstration of some of our Public Domain programs by John Babson

---> M.T. C-Shell, a multi-tasking shell program, demonstrated by Rick Gierl

---> EZ Draw, demonstrated by Jerry Cobbs.

If you have something you would like to see demonstrated, or if you would like to demonstrate a program, bring it to any meeting, and talk to an officer, or leave a note on the Bulletin Board, or send us mail. We would love to hear from you.

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ST HINTS

by Atari*Joe
downloaded from PLINK

1> If you want to rename a FOLDER, copy the folder to the same drive and you'll get the NAME CONFLICT dialog box as usual. Here put in the new FOLDER name. Just make sure that you have enough space on the drive to actually make the copy.

2> If you are using more than a single drive, such as B: and/or D: ramdisk, you can move or open a file -- .PRG, .TTP, .TOS, or Text file -- without actually opening that DIR. Just hold down the RIGHT MOUSE BUTTON first, and then the left.

3> Publishing Partner Hint: The manual says to hold the mouse button down on the <STOP> button, but if you use ALT + S, it'll work much more quickly.

<<<<<<<<<<>>>>>>>>>

8-BIT HINTS

FLOPPY DISK RESURRECTION FOR 5-1/4" DISKS by "rootbeers"
reprinted from HACKS, June 1987

Well, sooner or later it's bound to happen. A disk of yours sits in the sunlight or a drink spills on it. What do you do? Well, this happened to me recently: a cup of tea spilled and destroyed my most recent work disk. Even so, in ten minutes' time I had the data safely back.

Here's what you do: Take the disk to a sink with a dustless but soft cloth and a felt tip marker (preferably waterproof). Wash your hands. Mark the top of the disk itself near the hub. Tear open the welds on the side farthest from the opening for the head, but be careful not to bend or scratch the disk. Do not use a knife unless you know that it is not magnetized! On the disk I had, the welds could be easily torn; perhaps a new razor blade would be the next safest thing to use. In the following steps, handle the disk by the edges and center only; if the area is polished don't touch it. Remove the disk itself from the sleeve and rinse it thoroughly under the tap. The water will easily run off the polished surface of the disk but will wet the unpolished areas. Use the cloth to dry the disk GENTLY; only the center and edges should be wet anyway. Allow the disk to air dry for a few minutes. Carefully insert the disk itself into the disk drive (without the sleeve) making sure the proper side is up. When you close the door of the disk drive, do so gently and be sure the disk is properly centered. Try to read the disk (do a directory of it, for instance). You should be able to read the disk at this point. Back it up IMMEDIATELY!

That's pretty much the technique; I hope you never have to use it, but if you do, I hope it works for you. If it doesn't though, you've learned a valuable lesson...right?

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PRODUCT REVIEWS

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WORDPERFECT
reprinted from Puget Sound Atari News
June 1987

WordPerfect Corporation introduces WordPerfect for the Atari ST. The following is a brief list of features for this professional level word processor which was shown at Atari Trek '87:

Compatibility - File compatible with WordPerfect 4.1 for the IBM PC and other computers, allowing for direct document transfer to and from the ST without losing document format. Function keys are defined the same between versions, for increased ease of learning.

Footnotes/Endnotes - Footnotes and endnotes are automatically numbered and renumbered as you edit. Footnotes are properly placed at the bottom of the page, and endnotes are compiled at the end of the document. There is no limit to length, as all notes can overflow the current page if you designate.

GEM Interface - WordPerfect fully supports the GEM interface. Virtually all functions may be easily accessed with either the mouse or the keyboard. Desk accessories are fully accessible from inside WordPerfect.

List Files - A complete set of disk utilities is included, for total file maintenance.

Macros - Record any series of keystrokes or mouse actions and recall them with a single keystroke. Macros can be chained or conditional, as well as delayed.

Math - Math mode allows creation of numeric tables in your document, with automatic calculation of subtotals, totals, grand totals, or your own custom math functions.

Merge - Merge can be used to automate many office procedures, including forms, labels, contracts, and other time-consuming tasks. The Merge feature may also be combined with macros to create powerful user-defined functions.

Paragraph/Outline Numbering - Paragraphs can be automatically numbered in several different styles. Or, use the outline feature to simply organize your documents.

Printer Support - WordPerfect supports over 200 printers, including most laser printers. Documents can be printed using true proportional spacing, font downloading, or virtually anything else your printer is capable of.

Speller - A fast 115,000-word dictionary with phonetic and word-template look-up is included. Fully expandable, with legal and medical terms already included.

Table of Contents/Index Generation - Create a table of contents or index for your document, consisting of up to five levels.

Text Columns - Up to five newspaper-style or static text columns may be displayed and edited on-screen.

Thesaurus - Synonyms and antonyms may be displayed for up to three different words at the same time.

Undelete - The last three deletions or series of deletions can be restored at will, at any location you choose.

Virtual Memory - Data can flow onto disk when computer memory is full. No longer are your documents limited by available memory, but only by disk size.

A complete manual, including graduated lessons, a thorough reference section, and a color-coded keyboard template, provides ease of operation for both new and experienced WordPerfect users. WordPerfect is scheduled for release this summer. Watch for world-class word processing at your local Atari dealer. Questions can be directed to Jeff Wilson, Manager of Atari Development for WordPerfect Corporation, at CIS: 72447,3427. Or write: WordPerfect Corp., 288 West Center, Orem, UT 84057. (P.S. They also like to show this product at user's group meetings around the country!)

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LOGISTIX

An ST Spreadsheet
reviewed by STDIO
Reprinted from Puget Sound Atari News
June 1987

THE GOOD NEWS:

Logistix is a full-blown business spreadsheet with powerful macros, complex graphing, and all the scientific and financial functions a person could ever want. Its ease of use is comparable to VIP and this is coming from someone who has been using Lotus for almost 2 years now. It has a more powerful set of macros than VIP (LOTUS) and with the LEARN function your macros are automatically typed in for you (very nifty). The data base functions are very much the same as VIP (input range, criteria range, output range, dsum, dmin, dcount, davg and dmax) and you can sort using as many successive keys as you desire. The slash commands (a la LOTUS/VIP) are laid out differently than VIP, they are in alphabetical order at the bottom of the work sheet (this might take a little getting used to, but after awhile nothing could be easier.)

The item which sets this spreadsheet apart from others is the TIMESHEET. After defining your calendar in 1/2 hours, hours, days, weeks, months or years you can link this calendar to the work sheet and spread time across your work sheet as if they were relational sets of numbers! Time commands are layed out by name, length, start and row and these items are what make up what is called a JOB. Jobs are identified numerically (Job1, etc.) across and down the work sheet with and left and right arrow to define its position and length. The time functions are START, END, LENGTH, AFTER, FLOAT (critical path analysis), and JNAME (returns job name at a specified cell). I was easily able to lay out a running time sheet for a friend in DAYS format and only time will tell how many other functions I could have come up with, given enough time!! If you are in management or construction, or coaching a sports team this program is definitely for you.

THE NOT QUITE AS GOOD NEWS:

Here is a list of all the things I found to be less than ideal with LOGISTIXS.

1. Input, output and criterion ranges must be set each time the work sheet is loaded.

2. You can't point to a range of cells to be graphed, you must point or type in each of the cell contents one at a time.

3. Fonts/lines are low-rez looking (even in monochrome!) on the screen and in the final printout.

4. Sorting speed when looking for a text item in a 1000 item data base seems a bit slow to me.

5. Although the program seems a bit faster than VIP, macro execution is definitely slower.

6. Unlike VIP or LOTUS when the windows are synched vertically they are synched horizontally as well, this cuts the functionality of windowing in half.

7. The Join command only allows values, not values and formulas to be joined with another work sheet. Also, there is no extract command allowing you to save crucial areas of the work sheet separately (important macros for instance).

8. There is no horizontal lookup command.

It must be said that some of these complaints may not affect your application in the least and they should not deter you from using this unique and powerful spreadsheet.

(Product Reviews continued on Page 7)

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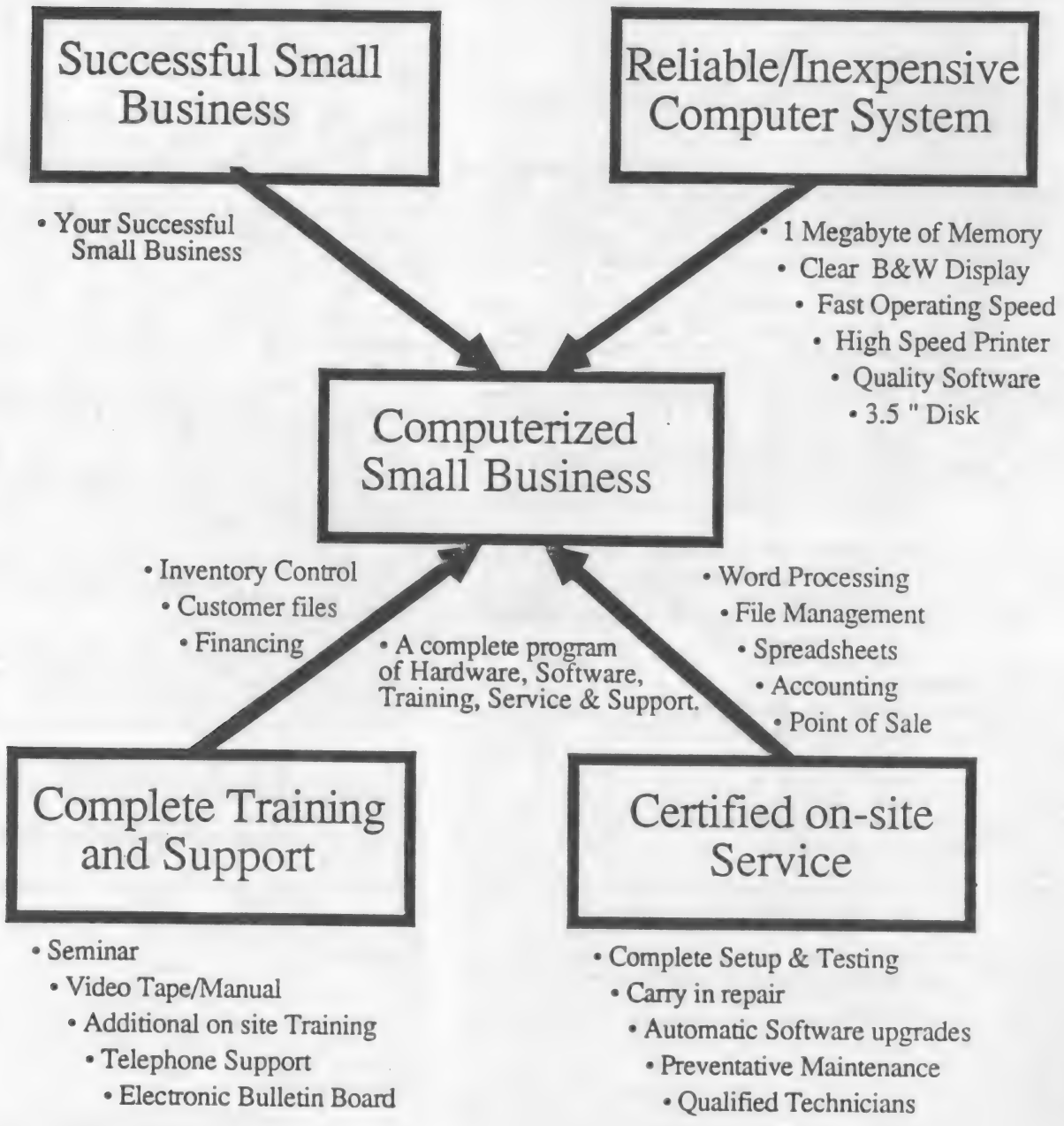

IRRATIONAL OPERATING SYSTEM

Making the Most of your XL/XE Computer

Reviewed by Nick Berry, S*P*A*C*E
Reprinted from Puget Sound Atari NewS
May 1987

I have been getting a great deal of satisfaction out of tearing apart my 800XL and making modifications to it. First came the 256K memory upgrade. Now I've installed a custom operating system called the IRRATIONAL O.S.. Why it's called "IRRATIONAL" I don't really know; other than perhaps it's irrational that a system like this didn't come with the computer to begin with.

The IRRATIONAL O.S. is a chip which installs inside the computer. One way is to remove the standard O.S. chip and replace it with the new chip. The preferred method involves "piggybacking" the new chip on top of the old one and then switching between the systems by applying power to whichever one you want to use. The IRRATIONAL O.S. works on all ATARI XL/XE computers, except for the 1200XL.

The biggest advantage for me is its ease at using the extra 192K of memory as a ramdisk. Once the computer is turned on, a simple SHIFT/RESET keypress brings up the IRRATIONAL menu screen. From there you can format your ramdisk in single, enhanced, or double density and assign it a disk drive number. So, for example, you could set it up as drive #2 and save files or data to it, or make it drive #1 and run your main program all from RAM. I recently purchased the Lightspeed C language package which uses a compiler. Creating a program with it involves a lot of disk accessing for compiling, linking, loading and saving. This means wear and tear on the disk drive and lots of waiting. By loading the necessary files into RAM and doing the compiling and linking there, the whole process becomes a breeze. The only disadvantage is if you have a copy protected program.

More nice things include formatting blank disks. Instead of loading DOS and stepping through the prompts for each disk, just pop on the IRRATIONAL menu and start formatting. Want to see a disk directory? From the menu screen press TAB and presto, you're presented with a menu of the disk. At this point you may load any machine language program by simply pressing the number corresponding to the program on the menu. Do you have a CX85 numberic keypad? Just plug it into Port #2 and all the keys work. No need to load in a driver program. In fact with the keypad, you can reconfigure the ramdisk drive number by pressing ESCAPE and then the number you want the ramdisk to be - even when you're in the middle of a program!

No need to turn off the computer either because something happened and the computer got locked up. Control is only a SHIFT/RESET away. This preserves anything you had stored in memory and pressing RETURN returns you to the program. Not even the infamous PAPERWEIGHT program can cause any problems. The only problems encountered are with programs which won't operate with a custom O.S., and a few programs which only run on XL/XE's. The problem there, lies in that the IRRATIONAL O.S. is compatible with the old 800 O.S., but then this "problem" allows me to run software which I couldn't run before because it was for the 400/800 systems only. I'm still OK for the XL/XE only programs too, since I can switch between the systems.

Also, with this system, BASIC is normally disabled, and is enabled by holding OPTION down during power-up; just the opposite of the normal XL/XE system and more convenient when running the majority of programs. The keyboard response is doubled for faster editing and there is a special "Compatibility Mode" for running software you might have problems with, but so far I haven't had the need to try it. And if you have a HAPPY or US DOUBLER drive, the IRRATIONAL O.S. supports their high-speed I.O. modes.

As you can see, it is quite a powerful and helpful O.S. which has made my computer so much nicer to use. It has even succeeded in subduing my cravings for an ST, at least for now.

The IRRATIONAL O.S. is priced at $34.99 and I feel it's well worth it considering the flexibility and total control it's given me over my computer.

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STEINBERG TWENTY FOUR SEQUENCING PROGRAM

Reviewed by James Lee Stanley
reprinted from HACKS
(Hooked on Atari Computer Keyboard Society)
June 1987 issue

Since I've been a professional musician for the last twenty-five years, it's easy to see why I would be attracted to a computer sequencing program. I've recorded seven albums for various labels from RCA to Electra/Asylum. I've seen the squandering of thousands upon thousands of dollars in recording studios due to not being prepared to record when you actually get there. Now I know in the creative process there is bound to be hours of experimentation, but when you are paying a hundred dollars an hour, it tends to cramp your style. And that's where the idea of doing it in your home gets really attractive. I had heard a little about the sequencing programs available for the ST and, because the ST was a computer I could afford, I purchased one

and anxiously awaited the release of what I thought was the best all-around program. The Steinberg Twenty Four.

For those of you who are unfamiliar with the techniques of recording, I'll give you a brief explanation. You are all familiar with stereo recording. There is a left track and a right track; both of which are read by a two track playback or recording head. Now imagine if instead of two tracks, you had twenty-four tracks. And you can record on each of these tracks individually. When you make a cassette of your favorite album, you are recording on two tracks simultaneously. When a record is recorded in a studio, tracks are arbitrarily chosen. For instance, one track for the bass, one for the guitar, four for drums, and two for synth. That would be eight tracks. Right now, most professional recording studios are twenty-four tracks, so the above configuration would take up eight tracks and leave you with sixteen tracks. After the eight tracks are recorded, you can listen back to them and record with them at the same time, a process called "overdubbing". Steinberg has taken this concept and applied it to the ST with some pretty spectacular results.

The Steinberg Twenty Four is a twenty-four track sequencing program. It is set up so that you can only record on one track at a time, but there are twenty-four of them (hence the name). I picked up my program last January and set about to master the thing. It is now April and I am beginning to feel comfortable with it. Truly, I can't figure out what took me so long to grasp it, but I do have a whole new respect for the term "user friendly".

The screen is laid out like a tape machine. Each track is visible at all times and when something is recorded on a track, a large ON lights up beneath each number. There are the familiar forward, fast forward and rewind commands, numerical locaters so you know where you are in the song; cycle to allow to allow you to hear the same sequence over and over again if you need it; auto record to allow you to have the sequence play along and then automatically record you where you want to come in. (I can't begin to count the hours of my life that were devoted to this on the old analog tape machines, when I was my own engineer, producer, recordist and artist.) Now you just tell the ST where you want to come in, where you want to get out and then push start. There is a command called Mastertrack, which allows you to change the tempo and the time signature within the same song. This is, I believe, the only program which provides this option. It may not seem important, but when you are trying to create the illusion of humans playing and everything is computer rigid, the need becomes self-evident. Each track can also be solo'd while the song is playing, so that each part can be corrected if need be. And there is a powerful edit option, with a graph of the notes as well as a read out of their pitch, location, duration and velocity, all of which can be manipulated. And every track can be assigned to any of the sixteen MIDI channels available. (MIDI is like a private line from the computer to a particular synth. When the synth and the track are assigned the same MIDI channel, then the information goes only to that synth. You can imagine the confusion if all the info for the bass, the drums, and the synths were going to each channel -- the synth wouldn't know which instructions were meant only for it and the result would be cacophony.)

Nearly every command can be done by the keyboard, as well as the mouse; but there ARE commands that can only be accessed by the mouse. For me this does cut into its efficiency, as I prefer to keep my hands on the keyboard.

But the real joy, for me, is in the fact that is not music that is being recorded by the computer, but merely instructions. That means that after you write a part for one sound you can have the computer play that part on any other sound, in any other octave. This is where so much experimentation comes in. This is the fun.

In summing up the Steinberg 24, I would say that it is a little difficult to grasp initially, but well worth the effort. I just got my first scoring job for a CBS-TV prime time special, which I could not have done without this program. And the job is paying me fifty times what the program cost. I can't wait for the next gig.

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HARDBALL!

Computer Baseball by Accolade Software
For Atari 8-bits ($29.95) and STs ($39.95
8-bit version reviewed by Jack Tombrelia
reprinted from FLAGPOST, June 1987

Well, sports fans, it is baseball season and "Hardball" by Accolade is just the thing for you diehard fans. "Hardball" lets you be Pete Rose by managing your own baseball team and playing at the same time. The game has incredible graphics and is a very accurate representation of a real ball game.

After loading the software, the user has many game options to choose from. You can play against another player or the computer and you can select whether you want to be the home or visiting team. The computer will display your team roster with all the data you need to select a starting roster (batting averages, ERA's, and the like). Selecting pitchers is no easy task since each pitcher has only a limited bag of tricks he uses. Only through experience can

you, the manager, determine the best pitcher to go against a particular team roster.

Everything you can do in baseball - like bunt, steal, shift the outfield, and make double plays can be done with "Hardball". Those of you aspiring pitchers will love how the catcher moves his mitt so you can throw your pitches high, low, inside, or out. Batting is tough because you not only have to time the pitch to hit it, but you also have to swing high, low, etc. I have only played a few innings against the computer and my record is BAD!!

There are two things I don't like about the game. The perspective that you get when a ball is hit makes it very difficult to move your fielders (especialy the outfielders). The commands for swinging the bat and for throwing to the various bases are confusing. I don't have any suggestions as to how they could be improved, but in the heat of battle, the commands don't come naturally. If you like baseball though, you will enjoy mixing it up with "Hardball".

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GFL CHAMPIONSHIP FOOTBALL

reviewed by Graham Smith
reprinted from ACE Newsletter, April 1987
For all ST Computers

This new game simulation from GAMESTAR is a disappointment. It has pretty good graphics, but joystick manipulation is too complex to make the game very enjoyable.

The game concept places you in either the tailback or wide receiver position, depending upon a run or pass situation, and your view of the field is from either of those perspectives. While this approach is unique, it is also frustrating. I miss the overall view of the field and much of the excitement is simply not there.

Running involves manipulating your runner through predetermined "holes" and trying to out-maneuver the opposition through dazzling joystick control. Supposedly, you can "stiff-arm" and accelerate through and around the defense, but I find these effects don't seem to work very well. Perhaps they require more practice time than I felt is a reasonable investment for this type of game.

Passing requires you to count the "footsteps" in various pass patterns and run them to perfection. In practicing just passes for several hours, I managed to complete 4 passes for small gains. I lost interest and predict you will, too.

What I am waiting for is a football game which is a real simulation such as XOR's fine release for the IBM. Sports simulations using percentages and statistics are not only more real, buy rely more on your knowledge of the game than your ability to use a joystick. A football game for adults is badly needed.

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3 IN 1 FOOTBALL

reviewed by Graham Smith
reprinted from ACE Newsletter, April 1987
For all ST Computers

A better simulation, although without any graphics, comes from a relatively small company called LANCE HAFFNER GAMES. This company has released a football simulation called 3 IN 1 FOOTBALL which is built entirely upon statistics.

In spite of the text only limitations, the game is not only very playable but the outcome is very accurate statistically to the real game. This game has a very large team data disk (2 disks in the game) including all college teams for 1984 plus all-time great college teams and an assortment of great pro teams.

During half-time of 3 IN 1 FOOTBALL, as well as after the game, there is a detailed summary of all statistics which looks exactly like a printout in the newspaper. With this game you can even keep a running total of all the statistics for a given number of teams which can be dumped to a printer. If only it had graphics this entry would be fantastic.

You are not likely to find 3 IN 1 FOOTBALL at your dealer as Lance Haffner Games is a small company. The address for those interested is: LANCE HAFFNER GAMES, P.O. BOX 100594, NASHVILLE, TN. 37210

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TOUCHDOWN FOOTBALL

reviewed by Yong Pak, STARBASE
from Electronic Arts for 8-Bit Computers
reprinted from Puget Sound Atari News
May 1987

Touchdown Football is the most recent football game for the Atari 8-bit computers. The game is for one or two players with the option of playing a game of three different durations. Like its predecessors, Touchdown Football - TF for short - has its good and bad points.

The game opens with a coin toss. However, you are not given the option to either receive or kick, the choice is made by the program. The band plays a tune at kickoff and the crowd cheers. Like Gamestar Football, plays are created by the computerist. For the offense, there are eight formations, three types of blocking assignments, and eight patterns for the wide

receivers - one being block- no pass. The defense has eight formations and two options during the punt to choose from. Many different plays can be created from the options given. Audibles also can be called out by the offense if you don't like the looks of the defense. There is a 30 second clock to hurry the offense into formation. A timeout can be called by either team - 3 per half. The computerist may also choose to enforce the delay of game and offsides penalties.

The graphics of TF aren't very spectacular or very cleanly done. In my opinion, the designers of the game tried to implement too many colors and details for each football player. Other football games in the past only represented each player with one color which allowed a clean and sharp image of the player. Another setback is that neither the safety nor the ball carrier is distinguishable from other players of the team. Most football games depict the safety and the ball carrier with different colors for faster recognition of who is in control by the computerist. If a pass is caught, you will have some difficulty trying to figure out who caught the pass if there are other members of your team in the vicinity of the receiver. Another drawback to the game is the scrolling of the field; it is done in coarse scrolling. It is hard on the eyes when the field scrolls with your movement. Other football games in the past used fine scrolling, so the reasons for implementing coarse in TF is beyond this reviewer. However, you can get used to the coarse scrolling after several sessions.

The documentation, which I had a difficult time finding in Electronic Arts' cheap package, was rather brief. The points stated in the docs are clear and to the point; however, not much can be covered in five pages. How many people know what a button hook pattern is? The designers must have assumed that only real hardcore football fans buy football games. No explanations are given on the play options of the offense and defense. For example, what is the advantage of setting up in a split formation as opposed to the slot formation? All the options available are nice, but what do they do?

I think I've hacked away at the game enough...on to some positive points! The game offers many options to choose from. Unlike some games like the Atari Football, you make up your own plays. Also, the playfield is three dimensional. When you throw a pass, you must remember that the ball may fly past your head. This is also a plus that you can throw the football above the defender's head and into your receiver's arms. There are some other delights here and there, such as the option of fake punts and field goals, which I didn't mention.

If you like football games, Touchdown Football should appeal to you. If you are not a big sports enthusiast, then I suggest that you wait for something else. However the price of $10 might still draw some people to the program.

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FUNSTUFF

LAST HACKS
A ZIX BY ANY OTHER NAME

by Brian Goluszix (C.H.A.O.S.Z.I.X.)
Reprinted from Michigan Atari Magazine
May 1987

Along with the "look and feel" lawsuits, there is a movement afoot to claim parts of the English language. Specifically, it seems that the prefix "Mac" may soon be reserved as the property of a certain corporation. So if you sell a chair that is made to fit perfectly with the MacIntosh, you will not be able to call it a MacChair. Either license the "Mac" prefix, or you're stuck for a name.

The obvious way to avoid this legal problem is to substitute a "public domain" syllable. For example, substitute "zix" for "Mac" or "ST". So my ST-Utterings column can become Zix-Utterings, and your MacChair can become ZixChair. I hereby donate the word "Zix" to the public domain. Feel free to develop products like ZixThink, ZixPray, ZixEulogy and Pan-Galactic Integrated Zix.

Of course, it will be confusing to use the "zix" word for every product. If you're in the local computer boutique, and see ZixColor on the shelf, How will you know whether it's for the Amiga, Mac, ST, or the IBM? (Ohio, I'm sorry, how will you know whether it's for the Zix, Zix, Zix, or the Zix?)

And will there be any confusion when you go to ZixDonald's to order a Big Zix? Or for breakfast, and EggZixMuffin? A ZixLT? Perhaps ZixDonald's could file a counter claim for the "Mac" word, using a "sound and sense" defense to counter "look and feel".

Shakespeare has no chance to bid for the "Mac" word, so it's ZixBeth from now on. Likewise, "When the shark bites. . . " you know that ZixHeath's back in town. And how long will it take Johnny to get used to trading jokes with Ed ZixMan? It only takes a few seconds for a good word processor to replace any privately claimed words with Zix, but what about all the previously published materials? Being from Michigan, I have sympathy for the map makers, as they make new issues for ZixInac Island the the ZixInac Bridge.

As the claiming of words grows, the use of Zix will spread beyond the "Mac" word. Prime products that might require word protection are the spreadsheet "123", and the "Star" of WordStar. No problem with Zix. We can count "Zix, zix, zix, four". Or "four, zix, zix, zix, liftoff", if we're launching rockets. "Zix light, zix bright, first zix I see tonight" is certainly as poetic as the original.

Eventually, since we'll avoid claimed words, we will all talk like Smurfs (I'm sorry, Zix'es). I'll zix a new zix-processing zix for my zix system with 2 zix of ram and a 60 zix hard zix. But this is not so zix, and I'll zix a song in my zix:

Old ZixDonald had a farm . . . with a zix, zix here and a zix, zix there, here a zix, there a zix . . .

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HANOVER WARE

by Joe Waters & Frank Sommers
reprinted from L.A.C.E.

HOTTEST COMBO...The eye catcher of the show, the item that received the catcalls and whistles, was a full implementation of the Small Talk language, developed by Allen Fry, being run on a Mega ST 4. A memory hungry monster of a language, until now it could only be run on minis. To sharpen the event, in contrast, right next door to the Atari display was Kodak showing Small Talk on their system, estimated to cost in the $20,000 range. Small Talk will require the full 4 megs and a hard drive. But truly, things beside skirts do change, and computer power is fast moving from mini to micro. Only last month you were reading that ST's may soon be used to develop Star Wars programs.

WHO'S ON TOP...The Hanover fair was sure to see the announcement of a new publishing program for the ST, or so the whispers had it. Wrong. None. But then neither have we seen FLEET STREET PUBLISHER yet either. In the in between time the Lords of the Desktop, MacIntosh, was told it would receive the most powerful publishing program ever invented, an update of READY SET GO, which would overwhelm its current competition, and the reviews generally agreed. Then CN's reviewer of PUBLISHING PARTNER and true lover of fonts, Bill Price, spent 2 hours looking at the ac program on a Mac. To his mild astonishment, (he'd been salivating for a look at the program for months), PUBLISHING PARTNER had more flexibility and down-right power. Some confirmation of this view comes from an extensive comparison of desktop publishing programs in the February issue of Personal

Computing. Facility for facility the program that came close to PUBLISHING PARTNER was VENTURA PUBLISHER. So our transparent fascination with things the Atari wasn't is gradually waning. Those of you who have tried the Magic Sac, the Mac emulator have generally concluded that the software for the ST, with specialized exceptions, is as good and better. Now the publishing software myth is beginning to fade. The same we believe is true for the IBM software emulator already out there. But until we have "the Blue Box" and can see for ourselves we may not be so easily satisfied. The point is that the ST, no matter how archly we complain about not having this and that for it immediately, is quite a remarkable machine, and performs in its own right at a level higher than the Mac or the PC.

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HAPPINESS

Author unknown

HAPPINESS is what makes us smile. Not, of course, with wicked or lecherous smirks, but with the wide, wholesome, Big Dumb Grin of the Blissfully Ignorant. HAPPINESS comes to different people in different ways. Some, a tiny minority, seem to be blessed with more HAPPINESS than they can use, and go through life smiling and laughing, effervescent to the nth degree. They make the remaining 99% of us, who struggle even to work up a feeble grin in the face of a bleak existence, sick. This is, of course, just sour grapes, but most of us would still prefer that the chronically joyous would be that way on some other part of the planet.

HAPPINESS is that mushy, contented, satisfied feeling which wells up in us when Good Things happen. Occasionally, a similar feeling occurs without a Good Thing happening, but this is not HAPPINESS, it is Oatmeal.

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DBASIC

From DTACK GROUNDED

This past week PACE received from DTACK GROUNDED a new BASIC program. It was donated to user groups across the country for distribution, and will be placed in our library.

Rather than selling the program, they will be selling the manuals. They sent us a few manuals which will be placed on our raffle table (one each month) as long as the supply lasts.

Thank you, DTACK!!

SUN	MON	TUE	WED	THU	FRI	SAT
						1
2	3	4	5	6	7	8
9	10 REG.& 8-BIT MTG.	11	12	13	14	15
16	17 BOARD MTG.	18	19 NEWS DEAD-LINE	20	21	22
23	24 ST SIG MTG.	25	26	27	28	29
30	31					

SUN	MON	TUE	WED	THU	FRI	SAT
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13	14 REG.& 8-BIT MTG.	15	16	17	18	19
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BASIC HISTORY

An Introduction to the 8-Bit BASICs and Their Bugs!
by John Brandt
Reprinted fro Puget Sound Atari News
June 1987

By popular demand, I have written this article about Atari BASIC. Some of our members are not familiar with the evolution of Atari BASIC; in particular, they don't know about the various revisions of BASIC and what differences exist between them. So, this article will recap the various versions of Atari BASIC, discuss the known bugs in each version, and what to do about them.

Atari has marketed three versions of Atari BASIC, as well as two versions of Microsoft BASIC. This article only discusses Atari BASIC; few (if any) of our members even have Microsoft BASIC, let alone use it with any regularity.

The original Atari BASIC is known simply as "revision A". It was distributed on cartridge for the Atari 400, 800, and 1200 computers because these computers did not have built-in BASIC. It contains several bugs, but most are relatively obscure, so it's still a quite useful product.

The built-in BASIC contained in most 600XL and 800XL computers, a la Commodore's once popular VIC-20 and "64" is "revision B". Since the bugs in revision A are well documented, the "old" Atari decided to fix them for the computers, creating revision B. In the process, however, they introduced a couple of nasty new bugs. These bugs are harder to get around than those in revision A.

Because of the severity of the bugs in revision B, the "new" Atari decided to create one more revision ("C", of course). This is the BASIC found in the last few 800XLs and all the XE computers. Atari also makes it available on cartridge for those who have revision A or B and wish to upgrade. All the bugs that were introduced in revision B have been corrected in revision C. Revision C, therefore, contains the fewest bugs.

While all this was going on at Atari, the company that originally designed revision A BASIC, Optimized Systems Software (OSS for short) released three "enhanced" versions of Atari BASIC: BASIC A+, BASIC XL, and BASIC XE. The first of these, BASIC A+, is a disk based BASIC which is "upward compatible" with Atari BASIC. Like Atari's revision C, it corrects all the major bugs in revision A. It also supports several new BASIC statements to simplify everything from structured programming to player-missle graphics, and it's somewhat faster than Atari BASIC because it includes some of the FASTCHIP floating-point routines developed by Newell Industries. Its one major drawback is that is "SAVEd" files are not compatible with Atari BASIC "SAVEd" files. The latest version only allows you to LOAD files saved under Atari BASIC, but the only way to convert your programs from BASIC A+ back to Atari BASIC is to LIST the program to disk, boot up with Atari BASIC, then re-ENTER the program. Earlier versions require this nonsense even going the other way.

OSS's next development was BASIC XL. Despite the name, it doesn't require an XL computer. It's essentially the next upgrade to BASIC A+, adding such features as (finally!) string arrays, full compatibility with SAVEd Atari BASIC files (assuming no new features were used) and a "FAST" command which speeds programs up considerably. However, it comes on OSS"s "Supercartridge (tm)" rather than on disk. I still think this was done mainly to thwart pirates, but the cartridge design has advantages for us users as well: it allows you to use the 16K BASIC XL interpreter and still have 40K for DOS and your BASIC program. (With most 16K cartridges, such as Atari's "Microsoft BASIC," you only have 32K for DOS and your own program.) With the companion DOS XL, most of DOS itself can load "underneath" the cartridge, which gives you even more program space.

OSS later released an "add-on" for BASIC XL called the "BASIC XL Toolkit," which comes on disk. It contains an execute-only version of BASIC XL on disk, an "Extensions" module, and some sample programs. (They can't edit or list the programs, of course.) The extensions add several commands which support named procedures and string sorting, and sample programs are included to demonstrate these new commands.

The latest BASIC from OSS is BASIC XE. The name is even more confusing than BASIC XL, because you don't need an XE computer, but you DO need an XL computer with 64K. BASIC XE is essentially BASIC XL, plus Toolkit, with some of the commands that used to be on the cartridge moved to disk (and vice versa) and one new feature. If you have a 130XE (or a compatible upgrade) you can use the "EXTEND" statement to place your strings and arrays in "extended" memory (a la the Commodore 128). (Editor's note: Actually the strings and arrays are stored in main memory and the program is stored in "extended" memory.) This allows larger programs, since you can have up to 64K of strings and/or arrays without using up that valuable 40K of DOS/program space. (This precludes use of the DOS 2.5 RAMdisk, although if you have more than 128K you can still set up a ramdisk beyond the memory that BASIC XE uses.) All in all, I think BASIC XL and its Toolkit are a little better

organized, so unless you really need to write BASIC programs of 40K or more, I recommend BASIC XL over BASIC XE. Now assuming you have Atari BASIC (practically everyone does) how do you tell which revision you have? The easiest way to tell is simply to enter "PRINT PEEK(43234)" at BASIC's READY prompt. Location 43234 happens to contain a different value in each revision. The following table tells you which revision contains what value.

Revision	Contains
A	162
B	96
C	234

Now that you know which revision you have, what bugs do you have? I'm glad you asked. Here is a list of all BASIC bugs that I know of.

BUG #1: (REVS. A & B) The infamous keyboard lockup bug.

This bug is the most serious bug in Revs. A and B (that's why it's "infamous.") Sometimes, when editing a BASIC program, the program gets garbled, or the computer simply crashes.

Another effect of this bug is that string assignments involving multiples of 256 bytes don't work correctly. This is especially irritating because one of the advantages of Atari BASIC over most others (such as Microsoft) is supposed to be that you can use strings longer than 255 bytes. But how can you use long strings if you don't know if they're going to work right?

Fortunately, the string half of this bug isn't too difficult to work around: if you're doing string assignments which might attempt to move a multiple of 256 characters, modify them so they always move an ODD number of characters. In other words, if you want to move an EVEN number of characters, just move one "extra" character.

The editing bug is harder to avoid. The best advice, I believe, applies bug or no bug: SAVE EARLY AND OFTEN! There are a few things you can do, however: If you have several consecutive lines to delete or edit, save your program first. If you have Revision A, delete or edit the lines in descending order. For Revision B, do them in ascending order. Chances are, if you get by the first line, they'll all work OK. If you don't make it, however, reboot, reload your program, and skip the line you crashed on, proceeding in order with the rest. This is almost sure to work. Save your work again before making that change you skipped, however--it could still crash.

BUG #2 (REV. A ONLY) Unary minus (e.g. -x) doesn't work correctly if the value being negated happens to be zero.

You'll never notice this unless you try to print it out, because -0 still evaluates to zero in an expression. If you do happen to print -0, however, you'll see garbage. This is easy to work around, though: instead of PRINTing -A, use PRINT 0-A.

BUG #3: (REV. A ONLY) Very occasionally, the LOCATE and GET instructions will garble a byte of memory.

The most common place this happens is immediately after a READ statement, in which case it can garble one of the DATA statements in your program, but it can also occur in a few other situations. The workaround is to ignore it until it happens to you. When it does happen, insert a dummy statement using the STR$ function (like DUMMY$=ST$(0)) immediately before the troublesome GET or LOCATE. This should clear things up. (Printing any number will also work because PRINT calls STR$ internally.)

BUG #4: (REV. A ONLY) The interpreter will accept an INPUT or READ statement with no variable names after it!

It should report an error, of course. There's no workaround; you should simply be careful. Also, save any program before running it. If it locks up for no apparent reason, check to see if you've made this error.

BUG #5: (REV. A ONLY) Unary operators don't quite work correctly, especially the NOT operator.

PRINT NOT NOT 1 will produce an ERROR 10 (expression too complex) if you're lucky--or crash your computer if you're not. Unary minus also has a problem (unrelated to bug #2 above): PRINT --3 will print -3 rather than just 3. Workaround: Don't stack NOT's, -'s, or +'s without an intervening parenthesis. And in the case of NOT, use a parenthesis even if you're not stacking anything else. In other words, use -(-3) instead of --3, or NOT (A<B OR A<C) rather than trying to get away with NOT A<B OR A<C.

Interestingly, Atari's fix for this bug (in Revs. B and C) is slightly different from the fix OSS uses in BASIC A+/XL/XE. Unary + and - were fixed the same way in all of them, so PRINT --3 will print 3, as it should. However, PRINT NOT NOT 1, which prints 1 on OSS's BASICs (as it should) generates a syntax error in Atari BASIC B or C!

OSS's fix requires extensive restructuring BASIC's "operator precedence table," a task which was apparently beyond the programmers at the "old" Atari, so they simply made stacked NOTs illegal instead!

BUG #6: (REV. B ONLY) The 16-byte "expando" bug.

Apparently, there is a bug in either the Atari OS or Rev. A BASIC which occasionally causes them to attempt to write over each other's memory when memory is nearly full. In a lame attempt to work around this bug, some jerk at the "old" Atari decided that if they made BASIC think that a program was 16 bytes longer than it really was, they would avoid getting zapped by the OS. Unfortunately, they did this by adding 16 to each of the "page 0" pointers BASIC uses to keep track of where various parts of your program are. The net effect is that the 16 "extra" bytes are at the BOTTOM of the program where they are of absolutely no help in doing what they are designed to do (avoid the OS), but do manage to get themselves SAVEd each time you save the program. The really bad thing is that they get LOADed back when you reload the program, but ANOTHER 16 bytes are added at that time, so the effect is cumulative: each time you SAVE and then reLOAD a program, it gets 16 bytes larger! Eventually, you end up with a lot of wasted space in your programs.

The only workaround is to use LIST and ENTER rather than SAVE and LOAD. If you have Rev. B, I strongly suggest you do this, because it will also help you recover when the infamous keyboard lockup bug strikes.

BUG #7: (ALL VERSIONS, INCLUDING BASIC A+/XL/XE) Believe it or not, STR$(A)=STR$(B) only compares the lengths of STR$(A) and STR$(B), not their values!

This is an example of asking BASIC to be more intelligent than any 8K program is likely to be. You see, the STR$ function simply calls the "convert to ASCII" routine in the floating-point package, which always puts the resulting string in a buffer at address hex 580 in memory. So when the above expression is evaluated, the printed representation of A is stored at $580. Then STR$ is called again, which places the printed representation of B at $580, overlaying STR$(A). Now the two strings at $580 are compared. If they're the same length, of course they match!

To work correctly, STR$ would have to allocate memory and copy the result to it. Be we can do that ourselves in this workaround: A$=STR$(A):IF A$=STR$(B) THEN...

BUG #8: (ALL VERSIONS, INCLUDING BASIC A+/XL/XE) This is my personal favorite. Amaze your friends; you can DIM A(32766,32766) without getting an "out of memory" error!

In fact, this only reduces free memory by six bytes (the size of one array element!)

BASIC only does a two-byte multiply of your array bounds. If the product is over 64K, therefore, BASIC will only attempt to allocate the remainder (over the nearest 64K) and so may not notice the error. Then when it calculates the address of the a reference to the array, it can end up practically anywhere, causing a crash, a garbled program, or other strange symptoms. The workaround is the same as for the INPUT/READ bug in Rev. A: Be careful, save your program before running, and if you can't figure out what's wrong, look for this error.

BUG #9: (ALL VERSIONS, INCLUDING BASIC A+/XL/XE) When PRINTing a quoted string ending in ctrl-R or ctrl-U, a carriage return is not output, as though a semicolon were at the end of the PRINT statement.

This bug makes no sense at all unless you understand the way BASIC represents your program in memory. Every line of your BASIC program except REMs and DATA statements is converted to a "tokenized" format when entered. In particular each special symbol in BASIC (e.g. ",#,:, and even two-character symbols such as ,=) is represented by a one-byte "token" rather than its ATASCII value. Constants are also tokenized: a numeric constant becomes a special "number" followed by its six-byte floating-point value, and a string constant becomes a "string" token followed by a length byte and finally the contents of the string. But notice there is NO token for the CLOSING quotation mark of a string. So when BASIC gets to the end of a PRINT statement, it looks to see if the previous token is a comma's or a semicolon's token, so it can tell whether or not to print a carriage return, if the PRINT statement ends with a quoted string, BASIC ends up thinking the last character in the string is the previous token! And guess which characters correspond to the comma and semicolon tokens?

The easiest workaround is simply to print CHR$(18) or CHR$(21) instead of ctrl-R or ctrl-U. The problem can also occur when printing expressions ending in certain numeric literals. This is pretty rare, but if it does happen, simply assign the expression to a variable and print the variable instead; i.e., replace "PRINT X/.12121212" with "ANS=X/12121212:PRINT ANS".

BUG #10 (ALL VERSIONS, INCLUDING BASIC A+/XL/XE) BASIC correctly diagnoses a reference to IOCB #8 thru #15 as an error. But #16 thru #23 work fine, having the same meaning as #0 thru #7 respectively.

This is an example of a "feature:" a bug with useful side effects. For instance, have you ever wanted to issue a

simple INPUT statement without getting a "?" printed? With BASIC A+/etc. you can INPUT #0, but if you use Atari BASIC, you were stuck. Oh sure, you could always OPEN an IOCB to the E: device, but that cleared the screen. So you probably ended up OPENing an IOCB to the K: device, then using GET and PRINT to assemble the INPUT one character at a time.

Now you don't have to. To INPUT from the screen with a "?" printing, simply INPUT #16. Since #16 is the same as #0, and since IOCB #0 is always open to the screen, this will work.

That's all the bugs I know of. There could be others, of course. Now that you know all the pitfalls, you can decide whether it's worth it to upgrade to Rev. C or one of the OSS BASICs, and in the meantime, you can program more confidently.

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DOTS PERFECT

Reviewed by Steve Golden
Reprinted from KC-ACE, June 1987

For the many thousands of you who purchased an Epson FX-80 printer and now wish it had a NLQ (Near Letter Quality) mode, there is a product on the market you should know about. It's called DOTS PERFECT by Dresselhaus Computer Products, 837 East Alosta Avenue, Glendora, CALIFORNIA 91740. Phone (818) 914-5831. Dots Perfect sells for $79.95 and is a set of replacement chips for the Epson FX-80, FX-100 or JX-80 printers with versions also available for the MX-80 and RX-80 series.

My first impression is the packaging is very professional and appears to be a quality product. The packaging, in this case, tells the truth. Dots Perfect is an excellent value. The owner's manual gives clear and concise installation instructions, including photos of the various configurations you may find inside your printer. I find the photos more accurate and helpful than the drawings. The complete installation took me twenty minutes. No soldering is needed and no special tools were required. Dots Perfect has a one year warranty and the manual says "Epson America has determined that proper installation of Dots Perfect... will not void the printer warranty". This in itself gives me confidence in the product. Dots Perfect adds NLQ mode and lets you change fonts by using the on-line, FF, and LF buttons as well as allowing standard software control. I've seen NLQ printing from software upgrades and from some hardware upgrades and I was very impressed when the NLQ looked more like Letter Quality than NLQ. The print looks like it was done on a typewriter using a fabric ribbon. Sure, you can tell it's dot matrix, but it's the best NLQ I've seen on any nine pin dot matrix printer.

A big plus is the font control. You can set/reset the font without programming whenever the printer is on-line. The options give you condensed, elite, proportional, double-wide, emphasized, italics, underline, fine print, 8 lines per inch, plus quiet mode, slash zero, perf skip and margin control. All this from the three control buttons on the printer. There is a beep from each setting so you always get a positive indication that your selections have taken effect. Users of Bank Street Writer on the 8-bit Ataris can print letters in draft until ready for a final copy. Then just press FF and print again, this time in NLQ mode.

If this were all Dots Perfect could do, it would be a great bargain, but there's more. You've heard of Magic Sac, the ST emulator of the Macintosh, produced by Data Pacific. One problem with emulating a Mac is the Mac expects to be printing to an Imagewriter and puts out Imagewriter control codes. Surprise of surprises! One of the DIP switches now switches from Epson mode into IBM or Apple Mode. Flip the switch and your Epson accepts Imagewriter control codes. I've tested Dots Perfect using MacWrite and printing numerous fonts such as bold, underline, italic, subscript and superscript as well as the more exotic outline, shadow and Cairo fonts. I also did some graphics dumps with MacDraw and everything went without a hitch.

My compliments to Dan Dresselhaus, the inventor of Dots Perfect. An excellent buy.

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EDITORIAL

To tell you the truth...I was terrified when I found I was to be the newsletter editor for the coming year. But I have found it is fun! I am enjoying it tremendously. Verily, it IS a lot of work...but very satisfying.

It is not difficult to find articles that I think you would like and find useful from many sources (other newsletters...downloads from PLINK, or GENIE, or COMPUSERVE, or other BBS's). HOWEVER, our newsletter should be more than just reprints. We have a lot of talent in our group and this newsletter could be much more original and exciting if it included articles/reviews/opinions from our members!

Do you have a unique use for your computer? TELL US ABOUT IT! Have you found a program you like/hate? TELL US ABOUT IT! Do you have an idea for something you would like to see the club do?

TELL US ABOUT IT!!

The Pittsburgh Atari Computer Enthusiasts (P.A.C.E.) is the largest Atari Users Group in the Pittsburgh area and was founded in August, 1981 to help Atari computer users. P.A.C.E., a non-profit organization, has members in and around the greater Pittsburgh area and all over the country.

We meet once every month at the Green Tree Marriott Hotel, usually on the second Monday of the month, at 7:00 p.m. At the meetings we discuss subjects ranging from new products being introduced to new uses for old products. Members are encouraged to raise any problems they may be having (to which solutions are often found!), and to inform the others of any new discovery they may have made. The meetings are often lively and entertaining as well as educational. Typically, the presentations and demonstrations at the monthly meetings are provided by our members willing to share their experiences, however, sometimes we have representatives from companies that provide products and services applicable to the Atari Computer.

In addition to the regular monthly meeting the ST Special Interest Group (ST SIG) meets monthly to exchange information, ideas and public domain software specifically relating to the new Atari 520ST and 1040ST computers. P.A.C.E. periodically holds classes on various subjects ranging from language tutorials to assistance in the operation of various pieces of Atari related hardware and software. In addition, when we identify products of interest to many of our members we may negotiate a group purchase to pass on the lower cost to our members.

In addition to monthly meetings at the Green Tree Marriott, P.A.C.E. also sends out monthly newsletters to its members, other users groups across the country, and various magazines and manufacturers of Atari-compatible software and hardware. These newsletters contain news, reviews, and help with problems our members are having. Keeping PACE is considered to be one of the better newsletters in the national users group community.

We also maintain, on a 24 hour a day basis, an electronic Bulletin Board System (BBS) open to all. This Bulletin Board is accessable to 300 or 1200 baud modems, at 412-963-1355. In addition to up-to-date "Bulletins", the P.A.C.E. BBS also has user to user messages and a large selection of Public Domain software developed by our members and those of other user groups for the Atari computers.

The programs available on the BBS are just part of the Library of public programs the club has. Numbered (conservatively) at over 1000 different programs, this library contains games, word processors, communications programs, and various utilities and documentation files. Availaable to members at the meetings for a nominal fee, this software has helped many members since these programs range from small, simple utilities to full power programs that rival commercial software in their abilities, but not their cost.

We invite you to learn more about us. Feel free to drop by one of our meetings. If you would like further information about the club, or a complimentary newsletter, you can call our Bulletin Board and leave a message or write to P.A.C.E. at the following address:

Keeping PACE/P.A.C.E. (C) PACE 1986

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(XL/XE and ST)

MACE is an independent computer user group catering for all Atari computer users. It meets on the 2nd Sunday of each month (ex January) in the Rotunda Building, Monash University from 10.30 to 3pm. Its activities span practical as well as demonstration sessions plus a number of Special Interest Groups for both the 8 bit and 16 bit computers: Screen Art, Languages, Adventuring, Education, Midi music etc.

MACE publishes a professional standard magazine each month to keep its members informed of relevant information. Members also have access to a large public domain library. Fees are $25 p.a. plus $5 joining fee. Enquiries: MACE, P.O. Box 340, Rosanna, Victoria 3084.

PARTICIPATING RETAILERS

-McGills 10% on all books
-Technical Books 10% on all books

ARTICLES FOR PUBLICATION

MACE actively solicits articles of worthwhile nature for publication in this magazine. Whilst all care is taken to ensure that no plegarization or copyright infringement occurs, the Editor cannot accept any responsibility for the originality or functional content of individual submissions. All sourced articles should state the source(s) of reference. The views expressed in this magazine are of the authors so named and in no way reflect the opinions of MACE or its committee.

Articles should be submitted for publication using one of the following protocol:

1. On 8Bit or 16Bit disks with the program or article compiled preferably with "ATARIWRITER" or "STWRITER", though other formats are acceptable.
2. Via modem to the EDITOR.
3. REM statements of a program.
4. Put in the box at the meeting.
5. Phone Editor PH: (056) 284379

All other correspondence should be addressed to the postal address of MACE

ATARI

ADVERTISING RATES

Commercial ads are welcomed however, all material presented for insertion must be either on bromide or compiled ready for printing. If artwork and/or bromide is required then an additional fee applies to the following:

Quarter page	(60mm x 170mm)	$10.00
Rear page	(250mm x 170mm)	$35.00
Full page	(inner cover)	$30.00
Full page	(250mm x 170mm)	$25.00
Half page	(120mm x 170mm)	$16.00

Commercial classified ads: 50 cents per line.

CLUB DISKS OF THE MONTH

-8 BIT- -16 BIT-

Club disks of the month are available for purchase. Please name the medium preferred and send $10.00 for the program plus $2 handling and postage fee to the Librarian, C/- MACE. Non-members of MACE wanting these disks, add $5 surcharge to the order.

See SOFTWARE ORDER REQUEST.

A $5 surcharge applies to non-members of MACE.

For Each Disk Purchased.

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Fees are $25.00/year with a joining fee of $5.00. User groups may amalgamate with MACE for the going rate.

Membership fees effective April 1986.

These fees are on a pro-rata basis.

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Membership renews in January of each year and a renewal notice is sent out with the first February issue of the magazine. Please write to the Secretary for further details.

MEETINGS

It meets on the 2nd Sunday of each month (ex January) in the Rotunda Building, Monash University from 10.30 to 3pm.

This Gazette has a distribution of 330 copies per month to MACE members, Users Groups, both National and Internationally and a variety of shops throughout Victoria.

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MAGAZINE: *FEEDBACK*

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```
                ** *** **
                ** *** **
                ** *** **
                ** *** **
              ***  ***  ***
           ******   ***   ****** (tm)

      MM  MM      AAA      CCC    EEEE
      M MM M     A   A    C       E
      M    M     ATARI    C       EEE
      M    M     A   A    C       E
      M    M     A   A     CCC    EEEE
        The MELBOURNE-ATARI BBS.
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    300 and 1200 bps full duplex CCITT
    300 and 1200 bps full duplex BELL.
      1200/75 only for D/LOADING
    ==================================
     SysOp's   John & Peter   Burgess.
     ---------------> Stephen Quartly.

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  ENTHUSIASTS WISH TO THANK MOBEX FOR
  ** THEIR SUPPORT AND 1040ST COMPUTER
    DONATION THAT RUNS THIS BBS.  **


          **IMPORTANT NOTE**
  If you are communicating with
  MEGATERM (tm) and require to
  delete back then do so with the
  ctrl/(left)ARROW key(s) combination
  and then just space/bar out or type
  over


     Welcome to the MELBOURNE-ATARI
           8/16-bit BBS..


     [I]nfo for Sig
     [N]ews file
     [F]ile transfer
     [M]essage base
     [S]ig change
     [C]hat with SySop
     [E]dit my profile
     [L]ast callers of this system
     [B]ye (logoff)
```

MACE BBS

(03) 391-5927
WEEKENDS

Please contribute programs, articles to the board.

DISCLAIMER:

Please note that all items in THE AUSTRALIAN ATARI GAZETTE reflect solely the opinion and experience of the respective authors or authors, and have no official connection with Atari Corp.

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ARTICLES/RESOURCES: COMPUTER OWNERS THROUGHOUT AUST.

PLEASE RING COMMITTEE MEMBERS
ONLY BETWEEN 7-9PM
AS THEY NEED THEIR SLEEP ALSO
*** REMEMBER THEY ARE VOLUNTEERS ***

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<==========>

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1987 MEETING DATES

<<<<<=========>>>>>

9TH AUGUST
13TH SEPTEMBER
11TH OCTOBER
8TH NOVEMBER
13TH DECEMBER
* * * *

PROPOSED DATES FOR COMING EVENTS

DATE : 9TH August 1987 PLACE: Monash University
VENUE: Rotunda Building COST: 50CENTS at door.

SESSIONS	TIME	ROOM
8 BIT PRACTICAL SESSION :	10.30am	R3
16 BIT FORMAL SESSION :	10.30am	R2
*** C L U B MEETING ** :	12.30pm	R2
8 BIT FORMAL SESSION :	1.00pm	R2
16 BIT PRACTICAL SESSION:	1.00pm	R3

(Times are only estimates)

SPECIAL INTEREST GROUPS MEET IN PRACTICAL SESSIONS.

--++ Please bring a plate of cakes or biscuits for the break between sessions ++--

THE AUSTRALIAN ATARI GAZETTE

THE OFFICIAL JOURNAL OF M.A.C.E.

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MACE BBS 391 5927
WEEKENDS 9AM-12PM

Editor's Message.....

Within the last few months, members would have been noticing a change to the Club and its ever growing efforts to promote membership involvement, membership contact and a wealth of resource material for members.

This change in the Club, took me back to when I first joined MACE in 1983. It seems a long time ago, but time flies and MACE has certainly changed since then. As a member, who also sat up in the stalls, I too asked questions like: what is this Club going to offer myself as a member? What is the Club trying to promote and so on. I soon realised that the Club offers nothing, but it is the members that offer other members everything.

Out of the many clubs and committees that I have had the honor to participate in, none have given myself the most pleasure and support as has MACE and its committee. As a member I soon realised that you get nothing unless you are prepared to put an effort into it, so I decided to do something about it, this magazine serves as proof to that. We have become one of the most known Clubs around not only DOWN UNDER in Aussieland, but also within the U.K., the States, Germany and other countries around the world within a very short period of time. This has come from the continued efforts of numerous people.

Thanks goes out to Ken Pell, who through his travelling around the world, promoted MACE to the fullest a member could, thanks from the members Ken. We would be interested in hearing about your travels. Special thanks to John and Peter Burgess for the development of the Bulletin Board. Also to Stephen Quartly for advice on its structure.

I would also like to inform members that a database on all the magazines that we hold will soon be nearing completion. This task was undertaken by Ian Connor, who has taken on the job of keeping us informed of its progress. Thanks Ian for your time and effort.

It is therefore along these lines that I call all members, and that includes you, to take a minute to think about what you as a member can offer the Club. You will no doubt see that articles are somewhat of a varied sort. Many of these coming from people who are committed else where, but take a moment to contribute some form of assistence. Others who have felt the need to share their experiences with others. I would like to send a very grateful message of appreciation to all that have contributed articles in this issue of your magazine. The article box at the meetings get hungry all too often now. How about helping out.

On this note of assistance I would like to call upon someone in the ST part of the Club to assist Greg Campbell on the taking of notes at the meeting. Because this section of the day does become involved for some members, Greg has asked if someone could possibly take short notes also. Together they can then be used as the minutes and outline of what happened. Thus members that don't get the chance to attend the meeting can be informed.

I would like members to read carefully the article on ANTIC's Copyright Policy on its programs. I would be very interested in your responses. As I too subscribe to the magazine, I believe that ANTIC wishes to drive Atarians away from purchasing their magazine. If you read the fine print in the magazine, "No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means electronic, mechanical, photocopying, recording or otherwise, without the prior written permission of the publisher."

If we do what ANTIC wants, then people would be writing to ANTIC every time they typed in the programs, used it on a different TV set, or made changes to improve it. From what appears these programs are for Public Domain. One contradiction in the magazine is that

they have written and advised you to remove and save the software section in a binder. Is this not "stored in a retrieval system" as quoted in their Copyright paragraph.

As you can see they are again cutting their own throats. They asked for help some time ago. Now they are turning their backs on the people who support them. Get your finger out ANTIC and support the product that Atari Users are doing at present. Support users and you will be given support in return. Carrying on with trival issues like this most certainly will have users turning to other resources. I for one, will not be renewing membership to ANTIC if they carry on like this. Sort yourself out and support the Atari users to the fullest.

Until next month,

Keepon Computing.....

Neil.....

Members wanting cheap discounts on Atari products,
see: PH COMPUTERS in Dandenong.

PH COMPUTERS

89B FOSTER STREET, DANDENONG PH: 791 3129

Neil Watkins (Back) conducting a telecommunications Inservice at Warragul using the Atari 130XE computer and Megaterm from SUNSOFT in Queensland.
From left: Lester Mason, Warragul Technical School.
Vince Consentino, Viatel.

TREASURER'S REPORT

Greetings once again to all our old?? and new members. MACE's current financial balance for the end of July stand at $5784.48. July totals are as follows.

JULY PAYMENTS

MAGAZINE PRINTING	$ 224.64
PHONE & POSTAGE	$ 107.33
REFRESHMENTS	$ 28.09
LIBRARY (DISKS)	$ 581.99
SUNDRIES (CLUB PRINTER)	$ 400.00
" (ADELAIDE MAG PAYMENT)	$ 228.00
TOTAL	$1570.05

JULY RECEIPTS

FEES	$ 290.00
LIBRARY SALES	$ 572.00
FUND RAISING	$ 49.50
SALES OF CLUB MAGS	$ 8.00
TOTAL	$ 919.50

Current financial members now stands at 241

Getting onto another matter. The committee has O.K'd the go ahead for the installation of a dedicated telephone line for the club's Bulletin Board. As you know, this line will be at the premises of our SYSOP John Burgess. This presents no problem, but the BBS is being operated on the hard disk that belongs to John.

The committee has agreed in principle to eventually purchase a hard disk to take over from John's, but at the moment finances don't permit it.

"So what", you may say; "MACE looks like it can afford it". Well it may look like we have plenty, but we still have to go the end of the year yet. We have to pay for our greatest costs, those being printing and posting of the mag, and the hire of the rooms at Monash. Not to mention any incidental costs that may spring up.

So in all fairness to John, it may be necessary to introduce a levy (or whatever you want to call it) for people who wish to use the BBS. This levy would eventually be used to purchase the club's hard disk. The other alternative would be to raise the membership fees (which by the way have not risen in six years at least).

This alternative may seem unfair to those members who may not wish to use to BBS, but like I said, it is only one other alternative. The committee can only go by what you the members elect to do as a group. So think about it for the next meeting as I am sure John will want to know what sort of reaction there is out there. But it seems that from the response of people, they are keen to use it ever since the downfall of TELEDATA.

See ya at the next meeting.

MACE WISHES TO THANK THE MICHIGAN ATARI GROUP (MACE) FOR THEIR SUPPORT SHOWN TO THE MELBOURNE ACE.

AtariAtariAtari SECRETARY'S REPORT AtariAtariAtari

FLASH !!!. Wow ! what a development! After a rather discouraging time lapse, and talks held mostly 'in camera', a policy has been framed, and printed in black and white. It has been decided that Atari computers should snap out of the dim, smudgy, out-of focus, negative area, and become a positive force in Australia. The picture is emerging, Atari computers will enlarge their share of the market by increased exposure of the features we users have known about for so long. What a contrast eh?

This lens itself greatly to our club's growth, for when the promotion starts, more people will zoom out to snap up the goodies. Some buyers may 'blow-up' as a result of computer frustration as the initial gloss wears off. There may be some stop-action as they slide to a stop for want of knowledge or programs. Then the natural reflex is to join a club - ours of course. It will then be up to us to take the wide angle view to help them with the broad spectrum of abilities and facilities we have at hand .

In my candid opinion we will not be reduced by this contact - not by a long shot - but rather, viewed in close-up, this will be a real fixer for us. We will soon be seen on a much stronger focal plane. Just wait a month and you will be able to sepia self!!

‡+‡

The above great news was the main topic of the July meeting which was as usual well attended. Nigel Shepherd is the big wheel in the new company, and if the plans reported by Rita from the recent dealers meeting come to fruition, ATARI should soon be a well known name. We wish Nigel and ATARI computers every success in the venture.

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More than 100 people were present, and all found something to interest them. Alf started the ball rolling early with an outline of how to integrate machine language routines into Basic programs. thanks Alf. Graham also showed a program which he had typed in over a number of days, from Atari User, which would be a real interest getter at a party. Alf was shown how Turbo Basic speeded up his Graphic8 Text program by about ten times

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Owen Brown announced that another of those marvellous week-ends is planned at Mt Buller. It will probably be on the third weekend in November, and cost will be about $30. Only 32 persons can be accommodated, so make your plans now if you want to be in the fun.

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Ken Pell, the convener of the Music SIG, is newly back from a trip to England brimming with new programs and ideas. He tells us there is quite a bit of software about for 8BIT musicians, so if you want more information on that, contact Ken at Sounds Serious in Tecoma. If you have an interest in music, that group has much to offer. Go along to one of their meetings and join in.

‡+‡+‡+‡+‡+‡+‡+‡+‡+‡+‡+‡+‡+‡+‡

David reported the arrival of 50 disks for the library from Michigan. Most are icons and Movie Maker programs, but there are other good ones as well. see David for more details of these. Any requests for library programs should be made on the order forms at the back or this magazine, before the meetings so that David has time to get them ready for you early. Speaking of the library, dont forget the large selection of books & magazines there for members' use. Magazine subscriptions are also available through MACE for the better Atari mags.

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John Burgess and Andrew Matchett gave us a very informative demo. of logging on and cruising around through the MACE bulletin Board which is now operating on weekends on (03) 391 5927. John, who is the SYSOP, wants callers to send up some of their programs for 'stock', or check it out and see is there anything there for you. Thanks for the demo boys, it should stimulate a lot of use from members.

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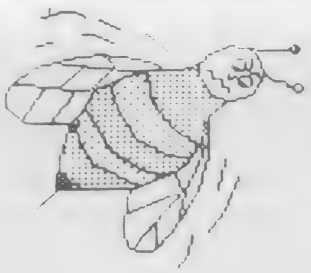
Other people active at the meeting were John Rooke who showed a couple of entertaining and challenging programs, and Tehn Yit Chin demonstrated his own program which allows him to program his *printer* with his own designed character set! Think of the possibilities in that idea. Thanks to all who made the meeting so successful and stimulating to those who attended, and welcome to any people who were there for the first time. Come to the next meeting and I will see you there.

Bill

ST 520 STING



STING - ST S.I.G.
Notes on the meeting held at Monash University
on Sunday, 14th June, 1987 at 10.30 am - 12.00 noon

1. General Business

MACE and KAOS had adjacent stands at the Melbourne PC'87 Show. Peter Coleman kindly made available his Stereo Tek liquid crystal glasses for CAD3D stereoscopic viewing. Art, Mandelbrot plots, desktop publishing and music software were amongst the many displays.

As from 4th July, 1987, a subsidiary of Atari Corp., based in Sydney and headed by Nigel Shepherd, will operate throughout Australia. Mobex will no longer handle Atari products. Some Mobex staff will change over to the new subsidiary. Some of our committee have been invited to a "dealers information meeting" on 30th June.

The MIDI S.I.G. meeting that was arranged for 31st May was postponed due to our involvement in PC'87 and rescheduled for 28th June at 1.30pm at Essendon Primary School, Napier St., Essendon.

2. Demonstrations

Steve Quartly demonstrated DR. T's KCS by Audio Logic, a MIDI keyboard controlled sequencer (see advt. in The Australian Atari Gazette, June 1987, page 20). Dr. T's THE COPYIST, which is compatible with KCS, will produce publication-quality score. Steve is donating some song files to our library.

Dave Joule (standing in for Ken Pell who is overseas) spoke about Print Technik's video digitizer. He also demonstrated SIGNUM, a powerful WYSIWYG document processor from Germany (see advt. in our Gazette, July 1987, page 18). It runs under GEM and drives Epson-compatible graphics printers. A public domain SIGNUM demonstration disk is available from our library.

An Atari 20 Mbyte hard disk was also demonstrated. The Supra hard disk is faster, smaller and cheaper, however.

SHORT LISTINGS

Next time you are wandering through BOANS, K-MART, or BIG W, and you see a C64 switched on you may like to type in the following program and set it running. Try it out on your ATARI at home first just to make sure you have it right, and don't forget to type NEW before entering a program onto a strange machine. New will delete any previous program lines which might otherwise spoil the program you are trying to write.

```
10 PRINT "ATARI IS BETTER."
20 GOTO 10
30 END
```

Of course this type of program lends itself to all sorts of experimentation. For instance, what happens if you add a few blank spaces within the inverted commers, and a semi-colon (;) at the end?

If the target machine happens to be a SEGA you will notice that it has an unusual font style, somewhat reminiscent of Olde English Script. There also seems to be a few important keys missing from the keyboard, but you can get the above program to work with a little experimentation.

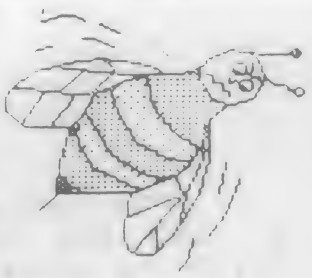
If you happen to see an ATARI sitting with an idle screen you may wish to try this slightly longer program. It will be sure to cause a few jaws to drop, especially that of the Commodore fan next to you.

```
10 GRAPHICS 11
20 FOR X=0 TO 78
30 C=C+1:COLOR C:IF C=127 THEN C=0
40 PLOT X,Y:DRAWTO 78-X,Y:DRAWTO 78-X,191-Y:DRAWTO X,191-Y:DRAWTO X,Y
50 Y=Y+2:IF Y>191 THEN Y=0
60 NEXT X:GOTO 20
```

The above listing came from ANTIC, and is one of the best trade-offs of "listing length" verses "displayed results" that I have been able to find.

John Rosen

ST™ STING



STING - ST S.I.G.
Notes on the meeting held at Monash University on Sunday, 12th July, 1987 at 10.30 am - 12.00 noon

1. General Business

There are now over 180 disks in the ST public domain library. With such a wealth of material available it would be difficult to compose a regular ST Disk of the Month. There are several good demonstration disks of commercial software, for example, The Graphic Artist by PCA.

The MIDI S.I.G. will meet at Ken Pell's place on 23rd August. See Rita for surface-mail subscriptions to ATARI ST USER (about $4 per monthly issue, ordered 3 issues at a time, through the Adelaide Atari Computer Club). PAGE 6 and ATARI USER are also available through the Adelaide club. Ken Pell (Sound Serious) is selling ATARI EXPLORER and ST WORLD (previously ST USER).

2. Ken Pell's Overseas Trip

Ken spoke enthusiastically about his recent observations of the Atari scene in U.K., Germany, Canada and U.S.A.

U.K.: Software Express, which grew out of a Birmingham users group, had four rooms full of software. There is a Mac emulator available which has a switchable disk drive interface allowing direct use of Macintosh disks. A vision mixer with true GENLOCK was demonstrated at an Atari-only show covering 1000 m of floor area. Much music software is being written, even for the 8-bit machines, e.g., by 2 Bit Systems. SUPERBASE is a powerful data-base program. There is a big emphasis on educational use; four U.K. colleges are using the ST machines. The best U.K. Atari magazine is ST WORLD (previously ST USER); the editors cooperate with PAGE 6.

GERMANY: The ST outsells other machines by 10:1, 87% of sales being monochrome systems. (Outside Germany only 25% of ST sales are monochrome.) The software market is self-dependent in Germany. Print Technik have digitizers not only for video but also for high quality audio, e.g. 10 bits sampled at 92 kHz. The document processor SIGNUM may be the best desktop publishing software for the ST.

CANADA: The best (disk) magazine is FASTER; they now hold 14 Mbytes of public domain software.

U.S.A.: A blitter chip upgrade board is available for the 1040ST. It is reported that the sound chip will be upgraded to 4 voice/4 voice stereo (see Byte, March 1986, page 93 about the AMY chip). By comparison with the Amiga monitor, the 70 Hz Atari ST monochrome monitor is free of flicker and ideal for desktop

publishing. The new Mega ST coupled with an inexpensive laser printer engine may result in a sales turnaround. For wide acceptance, the software should be Postscript compatible. Inside the Mega ST is a "PC transfer bus" for transferring GEM files between the ST and the Atari PC (IBM clone). Music software is likely to be ported across to the new Amigas. Hybrid Arts have an ADAP (analog digital audio processor) with 16 channels, echo delay, vocoder, etc., which will rival the new Fairlight CMI (computer music instrument).

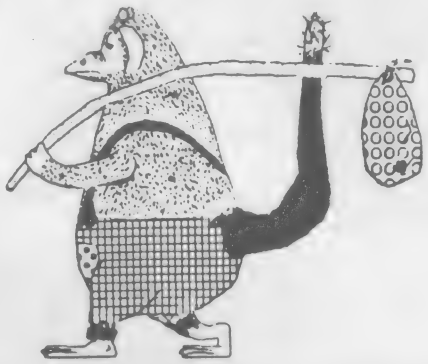
Ken has placed a number of demo disks in the library including ST Replay by 2 Bit Systems (marketed by Michtron), Digi-Sound demo of the Rol-Digitizer made by Olli of Germany (8-bit sound and music digitizer; demo piece is Mike Oldfield's "Foreign Affair") and Audio and Slide Show by Print Technik (video digitizer: Print Technik's Realtizer; audio digitizer: Sound Master Pro which uses either 8 or 10 bit samples). Computer Eyes and Idasoft also market digitizing packages.

3. Demonstration of the Print Technik Digitizer

Neil Watkins used a colour camera connected to the Print Technik Digitizer and monochrome ST system. The digitizer uses the cartridge slot. Up to 16 grey levels can be selected from a menu. Contrast and brightness calibration are performed with the function keys. Continuous digitizing can be selected, the speed of which depends on the number of grey levels chosen. Digitized pictures can be saved in several popular formats, e.g. NeoChrome, DEGAS, Doodle, Art Director and Bit Image. A toolkit is included for transparent copying, mapping to curved surfaces, etc. Colour is not available although colour filters can be used on the camera.

4. Other News

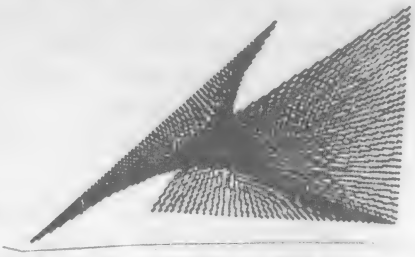
Norm Christian has obtained an update of N-Vision from Audio Light, Inc.; this paint and graphics program is now much more versatile, e.g. colour palettes can be separately saved. Other demonstrations at the meeting included Spheres (by Steve Balczyk) and Star Map (monochrome only). Publishing Partner now has extra fonts for printing. One Mbyte ST upgrades will soon cost $280 as memory chip prices continue to climb. The club has a copy of the International Software Guide from Atari Corp. and also their Australian marketing plans.



<<<=== PROBE

NEWS FROM ATARI

by Alf.

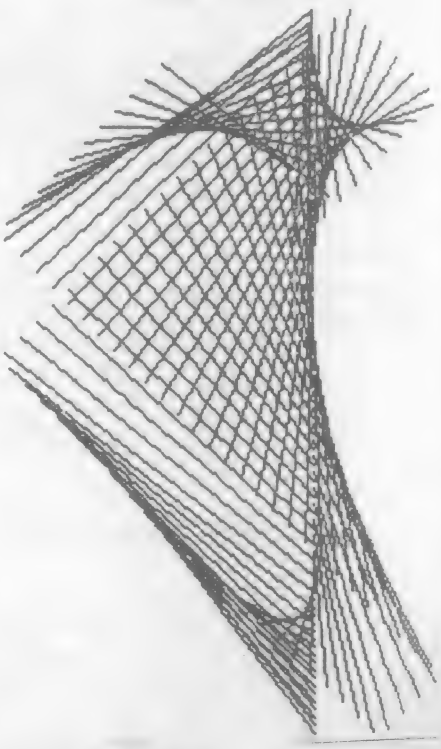


MUSICAL CALENDAR - Part 3

```
410 OPEN #1,4,0,"K:":REM Open the keyboard for input
420 ? #6;CHR$(125):GOSUB 1310:REM Clear screen
430 ? #6;"ENTER THE MONTH AS  1 TO 12 AND THEN    PRESS THE RETURN KEY"
440 ? #6;"MONTH IS ";
450 GOSUB 610:REM Get date routine
460 IF ERR OR NUM<1 OR NUM>12 THEN 560
470 MTH=NUM:? #6:GOSUB 1110:REM Wait for response
480 ? #6;CHR$(125):GOSUB 1310:REM Clear screen
490 ? #6;"ENTER THE YEAR":? #6;"EG. 1986 AND THEN"
500 ? #6;"PRESS THE RETURN KEY"
510 ? #6;"YEAR IS ";
520 GOSUB 610:REM Get date routine
530 IF ERR OR NUM<1 OR NUM>20000 THEN 580
540 CLOSE #1:REM Close channel #1
550 YEAR=NUM:? #6:GOSUB 1110:RETURN :REM End of INDATE routine
560 ? #6;"INVALID MONTH"
570 ? #6:GOSUB 1110:GOTO 420
580 ? #6;"INVALID YEAR"
590 ? #6:GOSUB 1110:GOTO 480
600 REM Get Date Routine
610 NUM=0:ERR=0
620 GET #1,CHAR:PUT #6,CHAR
630 IF CHAR=155 THEN ? #6:RETURN :REM Return key
640 IF CHAR<48 OR CHAR>57 THEN ERR=1:GOTO 620
650 NUM=NUM*10+VAL(CHR$(CHAR)):GOTO 620
```

In the Nov. 1986 issue of the Mace newsletter, we began a new series of articles which deal with the art of writing programs in Basic. If you have missed out on any issues prior to this magazine, you can obtain back issues through the club or from members.

You can either type the above program lines in, LIST them to disk as 'CALENPAR.T3L' and then merge Part 3 with Parts 1 and 2 or you can load your previously merged Calendar program (Parts 1 and 2) and then add the above program code (Part 3). Type the program exactly as shown and take particular care with the blank spaces within the quotes (") in lines 430, 440 and 510.



There is nothing more annoying than to find that a program you typed into the computer from a book or magazine does not work. Usually, when that happens to me, I query my typing first and so should you. It's easier, if you have a printer, to print out the program and to check the typing against the published material at your desk. But you must discipline yourself and check carefully, letter for letter, symbol for symbol and not simply skim over the program. Unfortunately, even after the most careful check, quite a lot of programs published in computer books and magazines do not work properly. I once heard somebody state that programs published in COMPUTE! had deliberate misprints to coerce customers to purchase subsequent issues. Personally, I don't agree, but publishers and authors preparing programs for publication have a duty to take more care. Misprinting a word in a novel does not nearly cause the same problems as a mistake of even a single character in a program. For this reason, I always make sure that my program listings are error free by printing programs directly on my printer.

Calendar Part 3 has three distinct sections. Program lines 410 to 550 consist of the main logic for input of the month and year. Lines 560 to 590 handle the error messages while lines 600 to 650 make up the input subroutine.

For this month, let's just look at the heart of the INDATE routine which are program lines 410 and 610 to 650.

In line 410, we OPEN channel #1 for input from the keyboard. Unlike some other devices which can be opened for both input and output of data, the keyboard can only be used as an input device. In other words, you cannot output data to the keyboard as you would to a printer, for instance. Once the keyboard is open, we can obtain a single character of input via the GET command, program line 620. Here, we GET one character from the keyboard. The value of the input character is held in the variable CHAR. We also print the character to the screen (PUT #6,CHAR) which is permanently open as an output device on channel #6. Remember, in last month's article, I said that the Basic Graphics command automatically opens the screen as an I/O (input/output) device on channel #6. The reason for displaying the input character on the screen is so that you can see which key was pressed. If you don't believe me, Run the program without the PUT statement in program line 620.

As you could have pressed any key on the keyboard, intentionally or by mistake, we must ensure that we only accept valid input. This is done in lines 630 and 640. We only want to accept the numbers 0 to 9 for the dates and the RETURN Key at the end of the data. Line 630 checks if the RETURN Key (ATASCII value 155) was pressed. In this case, we have completely entered the number of the month or the year and can now RETURN from the

AVS 345 34512741a 0c
NORTH BRABANT
N. B.
8 next graphic 9 prev. index 0 index

AVS 345 34512713a 0c
WESTPAC BANKING CORPORATION
Press 8 for next graphic 9 previous index, 0 Main index

National Trading Post 774a 0c

VIATEL

THE NATIONAL Trading Post

1 Classifieds
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3 Place ads
4 Repeat ads
5 Notify sales
6 Rates and conditions
7 What's New
0 Viatel

About the National Trading Post

Please enter your PERSONAL PASSWORD
(Key ** if you make a mistake)

---

subroutine back to the main logic above. Line 640 checks if a number from 0 to 9 was pressed. ATASCII values for the numbers '0 to 9' range from 48 to 57, where '0' has the value 48 and '9' has the value 57. Anything outside this range, we regard as invalid and reject it. We set the variable ERR to '1' to indicate that an error occurred in the input subroutine. If no error occurred, but a valid number between 0 and 9 was entered, line 650 will be executed instead. This complex looking statement takes each character as it is input and progressively accumulates a decimal value. For instance, if we were to enter the single digits 1, 2 and 3, we would end up with the number '123' in the variable NUM. NUM is initialized with a zero value in line 610 when we start the input subroutine. As we enter the character '1' on the keyboard, NUM is multiplied by 10 (0*10=0) and we add the '1', which makes NUM equal to 1. When we enter the character '2', NUM is again multiplied by 10 (1*10=10) and we add the '2'. So now, after having entered the two characters '1 and 2', the value in NUM is 12. Next, we enter the character '3'. NUM*10 (12*10=120) plus the '3' just input makes NUM equal to 123. When we now press the RETURN key, we exit the subroutine with the decimal value of 123 in the variable NUM.
The command 'VAL(CHR$(CHAR))' in line 650 simply converts the ATASCII keyboard value to a numeric value. Can you show me another, perhaps simpler method instead? Till next month when we'll complete the discussion of Calendar Part 3.

National Trading Post 7741a 0c

1 RACING INFORMATION
2 SPORTS BETTING
3 GENERAL INFORMATION
4 WELCOME TO TELETAB
5 TODAYS RACING
6 THE TAB WHO WE ARE
7 NEW RESULTS & DIVS

TELETAB

0 VIATEL INDEX # DISCLAIMER

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2 Business Equipment
3 Cars incl Vintage and 4-Wheel Drive
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5 Computers and Calculators
6 Firearms
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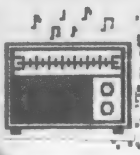
9 Viatel Exclusives New section

0 NTP front page

TELECOM AUSTRALIA

Bildschirmtext



DISK OF THE MONTH - AUGUST 1982

PRINTSHOP ICON LIBRARY DISKS

MACE through its library disk exchange with other Clubs, is proud to present 8 icon picture disks for the 8 Bit computer.

These disks have come from :

Michigan Atari Computer Enthusiasts

U.S.A.

The total 8 disks contain over 842 Icons for use with PRINTSHOP or PRINTSHOP COMPANION.

These disks can be purchased for **$10.00 each** or the total 8 disks for: **$60.00 THE LOT!!!**

This is indeed an excellent offer to members.

Take advantage of this offer for the month of August.

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---

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Contact Editor.

---

* * * * M A C E * * * *

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See Ken or phone 754 6305

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==========

BUILD YOUR OWN INTERFACE UNIT.

Home-made 850
(Reprint: ACE, April 1987)

Unlike most computer companies, when Atari designed its 8-bit machines it left out the RS232-C interface to keep down the cost of the computer. To communicate with RS232-C peripherals such as a modem or printer, requiresand 850 interface , which retails for about $200; an expensive accessory. Other interfaces are available with either a serial or parallel port, but usually not both. The "P:R: Connection" does offer both, and retails for about $100. It is a cheaper alternative, but requires the loading of a software program to initialize the R: handler, and it may not always be compatible with other software used to run a modem or/and printer. The 850 interface is a computer in itself, containing a microprocessor and a built in ROM R: handler, and has extensive I/O capabilities. If the cost of an 850 could be reduced to less than $100 it might be the best unit to do the job.

THE $75 850 INTERFACE -- Some parts needed to build the interface must be ordered from the U.S., but the rest are available locally. The 850 bare board is available from American TV(check Antic or Analog for ads) for $10 US. You will receive a high quality double-sided Atari factory-original printed circuit board, a crystal (needed to control the microprocessor), and an intruction sheet. Also order two CO10750(6532) PIA chips for $4.50 US each for the same company. The information sheet provides a complete listing of all the parts needed for 4 serial ports and one parallel port. At the end of the sheet is a list of the parts which can be deleted if only one serial port(for modem) and one parallel port(for printer) are required, which is the usual case. The 850 ROM chip CO112099B can ordered from B&C Computervisions for $12 US (check ads as above).

A cheaper alternative is to buy a 2532 EPROM locally for about $10 and burn in the R: handler. The code listing of the ROM is readily available, but you will need access to an EPROM burner. The information sheet details a modification to the board to enable it to use the EPROM chip. All the rest of the parts, including the capacitors, resistors, diodes, transistors, ICs, and IC sockets needed to complete the board are available locally. If you are fortunate enough to have and electronic junk box or scrap circuit boards, you may find you already have many of these items you need. This will reduce the cost of the project even more.

BUILD YOUR OWN INTERFACE UNIT. (Conf)

PUTTING THE 850 TOGETHER -- The only tools needed are a set of long-nose pliers to bend and shape te component leads, a small pair of ide cutters to cut excess lead for the bottom of the board, a screwdriver to attach the voltage regulator to the heatsink, 3 metres of 1.2mm or 0.7mm fine resin core solder,and a 25watt soldering pencil with a fine tip. If you have a higher wattage soldering pencil, wrapping a copperwire of the desired size around the tip and extending it out to form a new tip produces good results. Since all the component holes are plated through both sides, soldering is very easy. Heat the lead and copper pad and apply just enough solder to fill the hole. Another tool you should have is the volt metre.

It's a good idea to check the supply voltage values before the chips are plug in. The parts detailed in the instructions sheet have component numbers (ie C101,R122) which correspond to the location on the circuit board. All the resistor needed, except one are 1/4 watt size, although 1/2 watt resistors can be used. The signal capacitors, according to the instruction sheet, should be glass or epoxy type. I used the cheaper ceramic disc type capacitors, and they worked fine. The size of the signal capacitors is not critical either, as the board is drilled with extra holes to allow up to 3 different sizes. The resistors, crystal, and signal capacitors have not polarity. The eletrolytic capacitors are polarized, and the board indicates where the positive lead should go. The signal diodes, rectifiers, and zener diode are also polarized. The band end of the diode should face the shaded end of the component outline on the board.

The LED 'power on' indicator should be installed with the flat edge of the base facing the AC power jack. The microchips and the transistors should be socketed to remove the possibility of heat damage, which can occur when soldering them directly to the board. The notch in the microchips should face the notch in the outline of the component on the board. The instruction sheet explains what the proper lead placement is for the transistors.

DO NOT install the microchips into their sockets after completing assembly of the board, and testing the voltage. One of the voltage regulators (A112) must have a heat sink to dissipate the heat produced by regulating the voltage of the microchips. The heat sink should be about 1 to 1-1/2 inches high by 1-1/2 to 2 inches wide, and shaped to for a U to match the outline on the board. Commercial heat sink are available, but one can can be made form any soft metal, like copper. It is not important to solder the heat sink to the board as the original was designed to be. The metal tap of the voltage regulator can be attached directly to the heat sink with a screw and nut.

The selection of I/O plugs, A/C input jack, LED power indicator, printer port, and serial port all depend upon the type of enclosure used to house the board. It is not likely the enclosure will be just the right size to allow the parts to be mounted on the board as the originals were. Select parts which will easy to mount in you enclosure, and run wires to the board. The parallel port can be an RS232-C connector, or any type of connector with at least 13 pins. The serial modem port can be a 9 pin DB9 type connector, or any 8 pin connector. Make or change your cables to match the connector choosen. The original board had a shield around the microchips, but works fine without one.

POWER-UP AND TEST RUN--I did change one component from what was called for by the original circuit. The 2 watt resistor(R155) runs across the input to output of the voltage regulator(A112). If the regulator breaks down, more than 5 volts will be applied to the microchips. The 6532 microprocessors have a maximum of 7 volts, and will be damaged by this voltage. To protect the microchips, I left the R155 out and put a 5.6 volt, 1 amp zener in from the ground to the output of A112 (the band of the zener faces the output of the regulator). With all the parts in place, except for the microchips, plug in a 9 volt AC power adapter.

Set a volt meter to read positive 10 volts, and connect the ground lead to the head sink of A112. Connect the positive lead of the volt metre to the non-banded end of CR120. Turn on the power switch and be sure the LED indicator is on. The volt metre should read 5 volts. Now connect the positive lead to the banded end of CR120. The volt metre should read 10 volts. Change the volt metre to read a negative 10 volts, and connect the positive lead to the emitter of Q102 (the lead closest to the AC power jack).

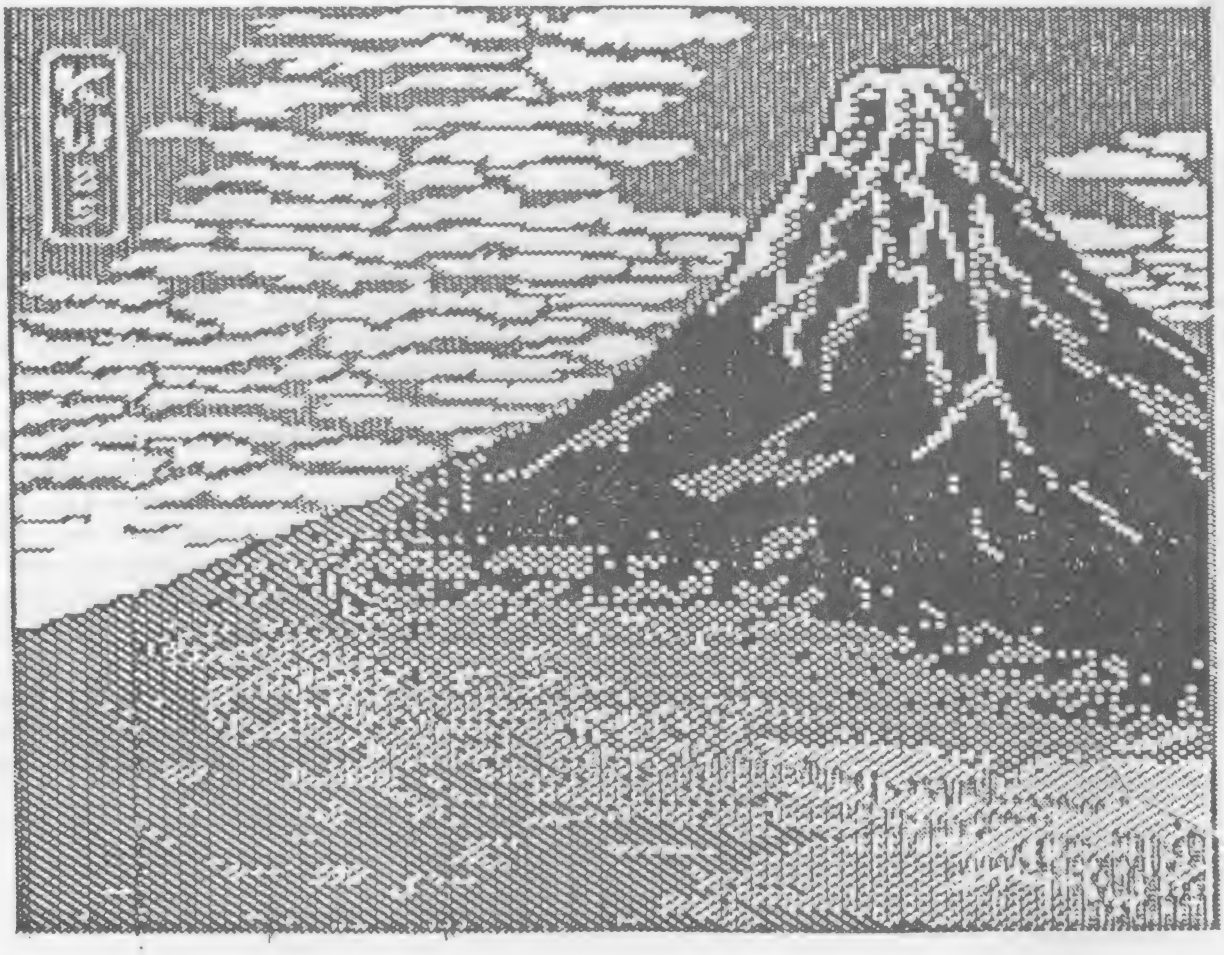
The metre should read approximately -8.25 volts. The microchips would not be inserted until these voltages have been obtained. When inserting all the chips, make sure the notch end of the chips faces the notch end of the board outline of the chip.
Testing the 850 Interface is very easy. Connect the Serial I/O cable from your compuer to the interface and power up the interface. Turn on the computer with the Basic cartridge in, and listen for a multi-tone sound from the speaker. The tone indicates the R:handler has loaded properly and is acknowledged by the computer. If the interface fails to work properly, check for solder bridges across pads; check all the chips and components to see they are in the correct locations; check to see if all polarities are correct, too. I have had fun building my 850 Interface and have used it with a modem and the Hometerm program to communicate with many BBS. The shareware program 850 Express v.3 works great, too. The club library has a copy of the 850 Interface manual, which describes in detail all the functions of the 850, and how to program software to run with it.

--Bob Septou ACE.

A FLASHY DEMO — from Julian Horn

```
10 REM ** A FLASHY DEMO **
20 REM ** BY J. HORN    **
30 FOR X=0 TO 29:READ A:POKE 1536+X,A:
NEXT X
40 GRAPHICS 2
50 POSITION 7,1:? #6;"DANGER":POSITION
 4,3:? #6;"do not press":POSITION 4,5:
? #6;"system reset"
60 POKE 708,58:POKE 204,15
70 X=USR(1555)
99 REM VBI FLASH ROUTINE
100 DATA 198,204,208,12,169
110 DATA 25
111 REM ABOVE LINE - FLASH RATE
112 REM 1 IS FAST
120 DATA 133,204,169,15,77
130 DATA 196,2,141,196,2
140 REM 196'S IN ABOVE LINE TIE IN
142 REM WITH COLOR REGISTERS
143 REM TRY 196 TO 208
150 DATA 76,98,228,169,7,162,6,160,8,3
2,92,228,104,96
```

```
                        10 ;VBI FLASH ROUTINE
                        20 ;JULIAN HORN
                        30 ;
                        40 ;System equates
02C4                    50 COLOR0   =   $02C4
E45C                    60 SETVBV   =   $E45C
E462                    70 XITVBV   =   $E462
                        80 ;
                        90 ;Zero-page equates
00CC                    0100 Y0001  =   $CC
                        0110 ;
0000                    0120        *=  $0600
0600 C6CC               0130        DEC Y0001
0602 D00C               0140        BNE L0002
0604 A919               0150        LDA #$19
0606 85CC               0160        STA Y0001
0608 A90F               0170        LDA #$0F
060A 4DC402             0180        EOR COLOR0
060D 8DC402             0190        STA COLOR0
0610 4C62E4             0200 L0002  JMP XITVBV
0613 A907               0210        LDA #$07
0615 A206               0220        LDX #$06
0617 A000               0230        LDY #$00
0619 205CE4             0240        JSR SETVBV
061C 68                 0250        PLA
061D 60                 0260        RTS
061E                    0270        .END
```



FUJI ON A CLEAR DAY (HOKUSAI).....BY KEN WARD

Karate Kid II

A review
by Andr Lafrenire

In our last issue, Raymond M. Deschnes reviewed the ST Karate game program by Paradox. It seemed appropriate for me to review another karate program that became available later. I'm talking about Karate Kid II.

Karate Kid II is the magic of the movie repeated on the packaging and on the game screens. But it's mostly unbelievable programming! It's the first game I've seen on the ST that makes use of the multi-timbral capacity of the Casio MIDI synthesizer to play four different musical voices simultaneously along with the ST internal voices.

In the opening scene, you are in control of Daniel who must fight his opponent twice. The detailed graphics on the walls and through the windows are simply unreal. The game can be played against the computer or shared between two players.

Then comes the first bonus screen. There, you find your master Miyagi who must try to catch a fly using some chopsticks. If you catch it right at the beginning, you get 4,999 points. I found a good trick for this screen. After some time, the fly always lands on Miyagi's nose. By placing your chopsticks near the nose, you should be able to catch the fly just before it lands. The fly always heads that way.

Next, there are two more fight scenes with Daniel, this time in the backyard of the house. There again, carefully designed visual effects, but an adversary that has a little more stamina and who will give you some cold sweats.

After that comes the second bonus screen where you find Daniel in the restaurant, ready to break six sheets of ice. Rotate the handle of your joystick while accelerating the tempo until the drum is beating at full speed. As soon as you feel the speed is sufficient, press the button. Let go of the button as soon as Daniel's hand hits the blocks. I find this particularly difficult, while my son regularly breaks five sheets. (!)

At last comes the final face to face in King Shohashi's castle. If you succeed in beating your opponent, you will see the final screen. Both opponents are immobile then, but not for long. Rotate your joystick handle, and after a few seconds, the drum is beating at full speed; press your button to strike your blow on the opponent. Okay, so you're dead... but with practice, you will probably end up hitting him before he gets you. Good luck!

In conclusion, Karate Kid II is a very carefully designed game program. You won't be faced with interminable struggles as was the case with ST Karate but rather, to a different game where the graphics are eye-pleasing and where the activities are varied. A game a whole family can easily enjoy.

Karate Kid II
Microdeal

BITS & BYTES

BY T.Y. CHIN

SMALL THINGS ABOUT THE 130XE RAMDISK.

After I brought the 130XE, I was very excited about it. One of its major feature is the ramdisk. I was interested in knowing what I can do with it. Well, I found out that the greeting message on the tittle screen of the Ramdisk program can be changed. Instead of it saying installing the 130XE ramdisk, you can be say "welcome to my new program".

It is very simple to alter the message. First of all, make a backup copy of the Ramdisk progam. Next Obtain a word processor. Load the Ramdisk program from the word processor. Enter the edit mode of the word processor. Search for the message 'Installing the 130XE Ramdisk.' Replace with your desire message. Save it under the name RAMDISK.COM. Now transfer RAMDISK.COM to a DOS 2.5 disk. Boot the disk and you will hopefully see the desire message on the screen.

Make sure that your message is no longer than 31 characters, otherwise no message will show up of the screen. If you message is shorter than 31 characters, fill the end of your message wil spaces until you have 31 characters. Also make sure that you message begins when the original message begins.

If anyone know of any other way of changing the greeting message in the Ramdisk program, please let me know.

Upon experimenting with the Ramdisk, I noticed that the ramdisk may be used with the Atariwriter. When saving your textfile, enter the device as D8: if you are using DOS 2.5. If you are using another DOS then use the number which the DOS has given to the ramdisk. Make sure that the Ramdisk program is on the disk to be booted with Atariwriter. The only problem is not be able to look the ramdisk directory.

ANTIC Copyright Policy!

Originally from ACE newsletter.

I hope this article will be published by other user groups nationwide. I think it is time we encourage a letter campaign to Antic Magazine, much the same way as they encouraged us to do so in an effor to get more 8 bit software produced by Electronics Arts a couple of years ago.

As many of you may know I run the HELP BBS, a purely PUBLIC DOMAIN BBS. It is extremely difficult to find good quality PUBLIC DOMAIN software for out computers on a regular basis. Antic magazine prior to April of 1984 did not claim copyright to their software printed as type in programs in their magazine, but in an attempt to force users to type in their programs or buy their DISK issues has decided they own exclusive rights by virtue of copyrights to their programs.

I can certainly understanding their claiming copyright laws to their programs, this should only be excepted. However they refuse to allow these programs to be placed on any type of PUBLIC ACCESS BBS for downloading, or to be placed in any Club library without prior written permission. Having been refused by virtue of not receiving an answer to my request I assume no one is going to get such permission. Supporting this conclusion is the fact their EDITOR wrote to the MACE (Michigan ACE) club and demanded all ANTIC programs be removed from their BBS under penalty of law.

Some of you many know that ANTIC is a member of the SPA, Software Producers of America. The forming of this organization was to track down and to prosecute BBS around the country who were placing Commercial software on their systems for downloading. I heartily agree with their idea, and support them fully, being a software producer myself.

However, I do not see why Antic magazine can't adopt the same practice as Analog magazine of allowing their programs to be placed on public BBS and Club libraries in the month the magazine the was printed for.

I want to point out Analog Magazine also sells DISK issues, so there is a possible loss of revenue for them as well as Antic. I also have to admit I am tired of reading the IO column <reader feedback> in Antic and seeing them type their programs. I can't blame then for wanting to make money, but what is their CATALOG for anyway?

For those who want to write to Antic magazine, please address you letters of:

James Capparell
c/o Antic Magazine
524 Second Street
San Francisco, Ca. 94107
USA

In you letter be sure to indicate you feel Antic should allow to type in program to be placed on BBS and in CLUB libraries in the same manner as their fierce competitor ANALOG magazine. May be with this type of input they will see past the dollor sign of selling a DISK issue into the future of retaining their readership!

I want other clubs to pick up this article and reprint it in their newsletter! We need more than one voice to get a response, we did it once when ANTIC cried for our help! Now we like to see the same co-operation from Antic!

WRITE NOW!!!

[NOTE: Since Melbourne ACE is starting a BBS, I can see that most of the programs will orginate from magazines such as Antic, Analog and Compute! If Antic magazines imposed its copyright ruling on the BBS, I feel that the BBS would lack a lot of quality public domain programs.--TYC]

Leo Newman, HELP BBS SysOp(316)0683-7514 (USA)

REVIEW: QUESTRON

>>>>>Questron<<<<<
Distributed by Strategic Simulations Inc.

Reviewed by Michael Dougherty
For 8-Bit Atari Computers

Questron is an extensive role playing adventure game, consisting of four disk sides (on two disks). Included with the game is a 15 page book on it's history,tales & monsters. This book gives a background and lead up to the game. A command list and basic instruction pamphlet is also included.

The game is commenced by booting up side (0) of disk no.1 (the character disk). The title screen appears and You are requested to hit any key to continue, doing this brings up a menu from which you can select to view scenes from the game, see instructions or start.

Selecting "start" brings up a further menu screen. Upon choosing item (1), the computer asks you to select the name of your character (up to 17 characters long), a brief summary of the history of Questron and your quest is then displayed. Up to four characters can be saved at at any one time on the character disk and can be recalled or deleted by this menu.

Your quest is to find the renegade sorcerer, Mantor, render him powerless by stealing his book of magic and thereby rid the Questron Empire of his hideous monsters.

The actual game begins upon flipping the disk and loading side (1). You start the game as a serf with leather armour and fifty gold pieces and are shown a graphic presentation of the country side around Geraldton (your home town). This portion of the game consists of fighting the various monsters you come across in your travels around Questron, visiting towns & cathedrals and buying supplies, weapons and information. Your characters attributes are increased as you successfully undertake the various challenges. When you have increased your attributes and gained sufficent strength it is necessary for you to find the castle and enter it, for it is here that the key to the rest of the game lies. You will find a number of items that are absolutely necessary to complete the game, but beware the gUards are formidable opponents.

To find "Mantor" you must purchase a boat at Port City and journey to the Land of Evil, here you will find a number of towns and more (but different) monsters, it also has the dungeons, these have to be entered in correct order for it is only by obtaining a special artifact at the bottom of each that you can progress to the next.

The final dungeon is a one way trip at the end of which you must confront and destroy Mantor; if you accomplish this task you are then treated to the grand finale.

I found Questron a very enjoyable role playing adventure. The scope of the game is vast. The problems and puzzles that the adventurer is presented with are not too frustrating or difficult to solve (a fault with many adventure games) yet they do provide a challenge to the average player. Your character's attributes and financial situation can be varied in many ways during the play, this adds contrast to the game.

The dungeons, presented in high resolution three dimensional perspective are fascinating but dangerous places. They consist of a number of levels (mapping is advised) and are populated by monsters and a variety of traps and treasures, they are also the only places where magic is allowed, be careful, your character can only be saved to disk outside the dungeons.

The graphics are generally good and the colours are sharp and clear, there is a fair amount of disk swapping in some parts of the game (the towns and dungeons are on a separate disk to the country side of Questron and the Land of Evil). The play of the game appears well balanced though your character seems able to carry an unusually large amount of equipment, this becomes more noticable as the game progresses. You will find, however, that all of it will be required to accomplish your goal.

I would recommend "Questron" to anyone who is interested in games of the role playing genre. The 8 bit Atari version of the game can be obtained from Military Simulations (Jedko Games), 134 Cochranes Road, Moorabbin Vic.3189.

>>>>The End<<<<

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M O R E INFO TO COME.....

F.A.S.T.E.R. CONTRIBUTIONS

Federated Atari ST Enthusiasts Regrouping
from Montreal(BBS-(514)489-0680)

Review #26
May 4, 1986
Typed by Raider

Review from Bill Petry
(ST Applications-April 1986)

'ST-COPY 1.5'

ST-COPY, by Doug Olson, from Midnight Design Software is the fourth available disk back-up program to be revieved for the ST. Apparently, the ST-COPY program we revieved last month from CCI is in conflict with this program as far as name is concerned. XANTH Computer Systems, Inc. maintains that Olson's ST-COPY has been on the market prior the CCI's program, and feel that CCI has to give up the ST-COPY name for their product. They are both very different program. CCI's is a sector copier with enhancement. Olson's is a true bit copier.

On the disk you will find three files: README.DOC, a brief how-to load your ST-COPY; STDOCS a short explanation on hov the program works & what the symbols on the screen mean; and lastly, STCOPY.PRG.

ST-COPY offers two options for copy; normal (<f1>), and extended (<f2>). You can also make multiple copies of disks (<f3>).

The program first maps the source disk (see inset). Periods (.) indicate good sectors and X's indicate bad sectors. Unformatted tracks are so named.

I like this 'disk mapping' feature. This is the ONLY program which actually shows what's on the tracks. It isn't the Archiver as is available for the Atari 810 & 1050 drives. The Archiver is a very sophisticated disk utility which actually enables you to develop & create special formats on disks alloving you to protect your own software should you have the inclination.

The following table summarizes the steps & times for copying disks with Olson's ST-COPY:

Status:	Normal	Protected
Map Disk	32s	5m 23s
Format destination	48s	52s
Read & Write	66s	67s
Total Time:	2m 26s	7m 22s

Reading & writing takes three swaps on a single drive system. Tracks 1-27, 28-54, and 55-80 are read & then written. These swaps are also necessary when making multiple copies, making it a considerable hassle.

I noticed that Olson's ST-COPY will not copy itself, nor will it copy Brattacas (hangs up on formatting the destination disk). It will copy VIP.

For backing up my software I will continue to use CCI's ST-COPY or what ever it will be named in the future (it will even copy Olson's ST-COPY). Hovever for disk investigations, I find Olson's ST-COPY an excellent addition to my personal ST Disk Tool Kit (until Archiver ST).

XANTH Computer Systems Inc.
600 First Ave. Suite 108
Seattle, WA 98104
(206) 643-9697
(34.95$US)

F.A.S.T.E.R. CONTRIBUTIONS

Federated Atari ST Enthusiasts Regrouping
from Montreal(BBS-(514)489-0680)

Review #27
May 4, 1986
Typed by Raider

Review from Bill Petry
(ST Applications-April 1986)

'Micro C-Shell'

GEM is probably the nicest thing (in the computer world) since sliced bread. However, man does not live by bread alone. Using GEM is like taking a bus tour through some foreign country. When you return home you can relate your "experiences" and say "I've been there". However the tour was guided by someone who wanted you to see only what they though was important.

On the other hand, some of us prefer not to take the "Tour bus". Micro C-Shell gives us that option on the ST. It is not a substitute for GEM (which is co-resident), but a collection of disk/file/programming utilities independant of GEM. It has the feel of Unix or CP/M (meaning no quick-look menu from which to choose). You have to know the command words.

MT C-Shell (also from Beckemeyer) is the "Unix-like" multitasking variety.

Micro C-Shell is labeled as a command interpreter. However, it is actually a programming language in which each reserved word runs a command.

For your money, you get a 13-page tutorial, a 29-page programmer's manual, and a program disk.

The tutorial gives you a thorough introduction to Micro C-Shell syntax and a brief overview of the available commands. The programmer's manual (along the same style as the ST Basic sourcebook) gives the description & the use for each of the 28 commands Micro C-Shell contains. Below is a list of these commands:

alias	-give a command an ALIAS
cat	-CATenate and print
cc	-compile and/or assemble named files (DRI C compiler required)
cd	-Change working Directory
chmod	-CHange MODe
cmp	-CoMPare two files
cp	-CoPy file
df	-Disk Free Blocks
diff	-DIFferential File comparator
echo	-ECHO arguments
gem	-run a GEM applications
grep	-search a file for a pattern
head	-gives first lines (header) of file
history	-print contents of history buffer
logout	-exit to GEM
lpr	-Line PRinter spooler
ls	-List Directory
mkdir	-MaKe Directory
more	-file perusal filter for crt viewing
mv	-MoVe or rename files
pr	-PRint file
pwd	-Print Working Directory
rm, rmdir	-ReMove (unlink) files
sed	-Strean EDitor
set	-SETs a variable to a value or string
tail	-show the TAIL-end of a file
tee	-provide a Tee junction in a pipeline
wc	-Word Count

% set prompt="Take off, EH?". You can customize the prompt to what you desire or need. The manual doesn't say how long the string can be. You could conceivably include descriptions of any commands that you're not familiar with in the prompt.

The history command allows you to view the commands you've used. You can even edit them and re-run the commands.

Pipeline offers the ability of sending output of one command to another command and even chain (ie. pipe) them together into a series.

Included on the disk is a readme file which augments the ver 2.0 update. It also provides suggested files setups for compiling (for both hard & floppy disks), and additional upgrade information.

I would not recommend Micro C-Shell for the casual Atari ST user. For the C programmer it does offer quite a range of develoipment aids with which to speed up your production time.

Beckemeyer Development Tools
592 Jean Street #304
Oakland, CA 94610
(415) 658-5318
(49.95$US + $5 Shipping & Handling)

HARDWARE MODIFICATIONS

Turning A Trakball Into A Mouse

Anonomous - per Ron Cork

I can't recall where this article came from, (some BBS somewhere), but because Dick Kellet did such a great job fixing mine, giving me a Super-Mouse as well as a trakball, it would be a shame not to published this information here. As will notice from the spelling and grammar, the originator is a yank, but we won't hold that against him. The only proviso I will add is that Dick, Mace and myself take no responsibility for the article or the data contained within. The text is relayed verbatim. Only the format has been altered to protect the editor and to fit the magazine.

****

Ok, here's the trakball info. The description of 'how it works when you buy it' is not rigourously correct, because I've mislaid my construction notes and feel I've been looking for them long enough. In particular, there's one chip unaccounted for. (As I recall, the chip I can't account for is only a necessary layer of buffering or inversion, not relevant to the description here.) Still, it will give the idea. Because I don't fancy trying to draw circuit diagrams on the terminal, most of this will be in prose. I will describe only half of the ciruitry in the 'history' bit, as the X circuit and the Y circuit are identical. The entire circuit is a 'cliche' which I recognize from my long-ago technician days, so I don't feel I'm revealing any proprietary secrets.

A) How it works now, first stage -- common to all modes.

The motion sensor is a dual set of 'photodiode/photosensor pairs', with a single squaretoothed wheel spinning in between. The spacing of the active elements and of the teeth is such that the two pulse trains generated are out of step. The pulse trains look like:

```
        xxxxx   xxxxx   xxxxx   xxxxx
(A)     x   x   x   x   x   x   x   x
        x   xxxxx   xxxxx   xxxxx   xxx

          xxxxx   xxxxx   xxxxx   xxxxx
(B)       x   x   x   x   x   x   x   x
        xxx   xxxxx   xxxxx   xxxxx   x
```

If the ball is spinning left, the (A) train leads in time. If right, the (B) train leads. The frequency of the pulse train depends on how fast the ball is moving. Each pulse train is fed thru a single-input Schmitt trigger to square up the pulses and to provide the degree of 'fanout' needed to drive the rest of the logic. (I surmise that the occasional mouse creep you see is due to the toothed wheel stopping so that it partially blocks one of the photodiode/sensor pairs right at the switching threshold. Then pure electronic randomness, or tiny mechanical motions -- such as by activating the disk drive sitting elsewhere on the table -- would cause a spurious pulse train in one channel.)

B) How it works now, second stage -- common to both 'old' modes.

The pulse trains are fed into a D-type edge-triggered latch -- one is fed in as the data input, the other as the clock input. If the clock pulse is ahead of the data pulse, the latch will latch in the 'off' mode; if the clock pulse is behind, the latch will latch in the 'on' mode. Thus the output of the D-latch gives a stable signal, (until you switch directions), which indicates whether the ball is moving to the left or to the right. The D-latch also provides a 'complemented output' in reverse logical sense to the primary output.

The output to the connector pins is selected, (depends how you've set the joystick/tablet switch), using a CMOS CD4019BE (allegedly the 4519 is compatible -- I mention it because you may want to buy one). This is most easily regarded as a 4-pole, 2-throw switch, under remote control of the physical switch mentioned earlier.

In 'joystick' mode, the primary and complemented outputs of the D-latch are switched onto the left-right pins of the connector, (pins 3 and 4). In 'tablet' mode, one of these pins is made to carry the primary output from the D-latch, (so giving direction), and the other is made to carry one of the pulse trains from stage 1 (giving speed).

C) How to change it -- the bit you've been waiting for.

PLEASE NOTE: I am describing what I did. I am not guaranteeing that you can do it. The operations required are not complex, but are fiddly. Don't blame me if you mess it up.

ALSO NOTE: (and I will say it again from time to time), all of the instructions which follow assume that you have NOT removed the circuit card from the base - so you are always meant to be looking at the BOTTOM, (non-component side), of the board, with the BACK, (side the connecting cord exits from), of the base nearest you.

What you need --

A new plug and cable, the one that comes with the trakball is one wire short, (you need 8 lines). I recommend, (but I didn't use), a Joystick Extension Lead from Tandy and cutting off one end, (make sure it is the correct end), so you'll have a, (smaller), moldedon plug. If you try to use a standard style loose connector, you'll probably have to butcher it to make it fit into the deep recessed socket on the ST, (why did you do that, Atari?).

A low-leakage low-power soldering iron -- it's all CMOS circuits.

3 resistors, 4.7K low wattage, (say .1 to .25 W). (1 needed if you don't want to retain tablet/joystick capability for your 8-bit).

If you are happy to make your trakball 'mouse-only', that's it.

If you want to retain the existing capabilities as well, then you will also need:

1 CD4019BE IC (the afore-mentioned '4-pole switch').

1 smallest-you-can-find miniature 2-pole 2-throw (DPDT) switch.

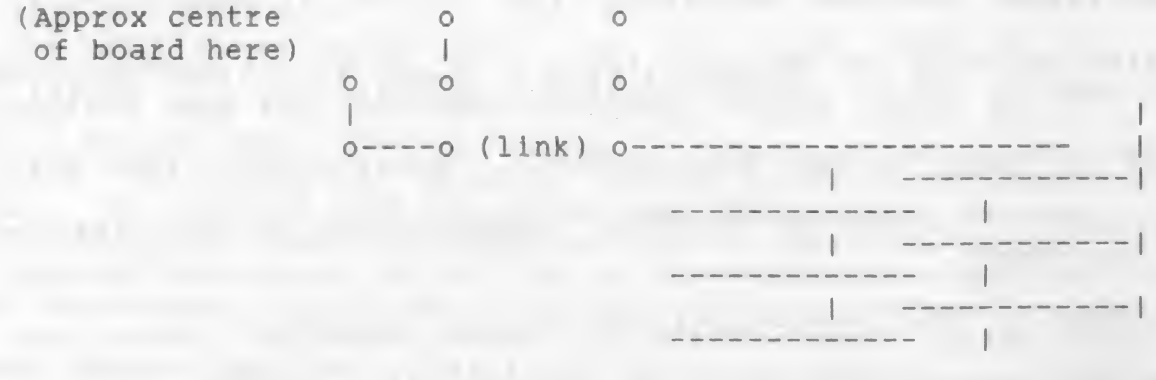
Some odd-bits of wire. Multi colours is nice, you can keep track of what you've done. The wires from inside the old cord will do fine. I recommend also a 16-pin socket for the chip, and a small piece, (~5x8 cm), of veroboard or general-purpose 'experimenter's breadboard', just to keep things neat.

Before you buy that:

Open your trakball. How? First turn it upside down. Work with it sitting on something, because when you unscrew the cover,the cover and ball will want to fall out. There are 4 screws, one hidden under each of the rubber feet, so you have to peel the feet off. Separate the lot, turn the base back over. My circuit board says A2010 Rev A. If yours doesn't, then this may not work. Pay careful attention to how you remove everything so you'll be able to put it back. It is possible to unmount the sensor miniboards and so look at the face of the main circuit, but don't bother. It's fiddly and probably not necessary.

Note where the cord enters the box. There are 7 clips attaching the wires to the PC board. Unclip these and, (somehow), make the cord come out of the box. This is the most fiddly bit. Pay careful attention, as the switch mounts in the same plate and may well come adrift -- if you're watching, it will be easier to puzzle it out when you put it back. Butchering the wires is ok. Butchering the box isn't. You may find you have to slide the plate containing the switch and cord hole up (it's detained by 2 little nubs on the inside of the case. If you do, the switch will definitely pop adrift. The 7 large rectangular pads to which the wires were clipped will appear again later. Holding the board with these tabs towards you, I will call them E-1, E-2, .. E-7 from left to right. E-1 is connected to the wide trace that runs all round the edge of the board, (ground). (On my board they are labelled, left-right, as GRA BLUE VIOLET BRN RED ORN YELLOW but it feels safer to invent my own number system in case this is not generally true.)

Set the base down with the back, (ex-cord side), towards you. (On the circuit board, the 2 square corners with the switch pads, will be towards you, and 2 cut-off corners away.) In the lower-right corner there is a switch pad,(looks like a set of meshed fingers). In the trakball the two switches are equivalent. We want a *2* switch 'mouse'. While there's room to work, look at this bit -- in the following, I've done PC traces (relevant ones only) with -- and |, solder pads (some irrelevant ones also for context) with o:



At the point marked '(link)', there is a wire link on the other side of the board. This is what connects the switches together, and it must be cut. Remember the solder pad on the right hand side of this link, (towards the switch matrix), because you'll have to make a connection to it later.

There are 4 IC's on the board. Since we're looking at the back of the board, you'll see the solder pads,which are sets of 2 parallel rows of 7, (14-pin ICs), or 8, (16-pin), little wodges of solder. The interesting set is the set in the upper-left hand corner (this is the hex Schmitt trigger, a 40105 in mine). Remembering that we are looking at it upside-down, the pads, (& IC pins) are numbered:

```
          xxxxxxxxxxxxEDGExOFxBOARDxxxxxxxx
        x   (Bunch of irrelevant PC tracks)
  CUT OFF x
  CORNER x   8   9  10  11  12  13  14
       x
     x     7   6   5   4   3   2   1
```

The buffered clock pulses that we want are on pins 10, 12, 2, & 4, (which I'll refer to now as St-10, St-12, St-2, and St-4 to save space).

Now I've introduced all the parts of the board with which we're concerned. I sugggest you make a sketch, using these notes and referring to your own board just in front of you, as it will make referring to things easier (and also ensure you've found the right places). Or, stick little sticky labels onto the board.

Winkle the new cord into the box, put back the switch and plate which have come loose. You'll need a fair bit of wires, (at least 8 inches), from the cord inside the box, so be generous. Sorry I can't give details on how to do this, but it's definitely the least fun part. Figure out some neat way to strain-relieve it, so you won't pull the connections loose if you yank the wire. Strip the outer cover from at least 8" of wire and separate the wires.

IF YOU ARE HAPPY WITH A MOUSE-ONLY TRAKBALL

The easy way out. Make the following connections, as listed, to the pins of the new plug. If you're lucky, the inner wires you're using will be properly colour-coded. If not, you'll have to trace them with a multimetre or something.

Plug pin number	Connects to
1	St-4
2	St-2
3	St-12
4	St-10
5	(No connection)
6	the pad connected to the 'fingers' switch
7	E-3 (+5v DC)
8	E-1 (Ground)
9	E-2

And, connect your 4.7K resistor pull-up between the pad connected to the fingers switch', and E-3.

Before closing the thing up, try it. (Remember we've been looking at it wrong-way-up so far, so we now get on the other side of it). Lay the ball in place, plug it in, move the ball, make sure the cursor goes the right way. Pins 1 and 2 (St-4/2) are up/down; 3 and 4 (St-10/12) are left/right. If it goes backwards, reverse the appropriate pairs. If it's happy, screw the cover back on and you're off. (But DO MAKE SURE to route the wires neatly somewhere where they will not interfere with the ball, or drift over either of the 'finger switch' arrays.)

IF YOU WANT A FULL-FEATURE TRAKBALL (mouse + joystick + tablet)

You masochist. Ok, let me introduce you to the CD4019BE. It is a 16-pin chip. If you are doing this, I hope you know how the pins are numbered, but just in case, orient the chip so that it is 'vertical', legs downwards, the short edge with the U-shaped notch in it away from you. The pins are then numbered from 1 through 8, (top to bottom), on the left side and from 9 thru 16, (BOTTOM TO TOP), on the right side. I will call them CD-1 through CD-16 in my wiring list. Be neat about the wiring. Use enough wire to avoid interfering with the ball and switch-pads. The new chip can be allowed to rest in the 'wing' of the case to the left of the circuit board, (near the Schmitt Trigger).

The final member of the cast of characters is the DPDT switch. Look at it from behind, so that the 6 terminals are facing you, in 2 horizontal rows of 3 terminals. I will refer to these as:

SW-1A SW-1B SW-1C

SW-2A SW-2B SW-2C

Figure out where you are going to put the switch (somewhere on the side that the Schmitt Trigger chip, (St), is on, I'd recommend, where the action is), butcher in the necessary mounting hole(s). It should be fairly out of the way so as to leave room for the chip et al. Don't mount it until it's been wired, though.

Again, I strongly recommend you turn this info into a sketch. Now the wiring list. I have done this 'a connection at a time', so in some cases you will find yourself connecting something to a place where you've already hung something else.

Be very careful not to leave solder bridges. Particular care is needed when connecting to the St-x pads, because they are small & close together. Also, take care not to use any more heat than required in making the connections to St, (and CD, if you haven't bought a socket).

"Well, there's *your* problem."

Connect	to
CD-1	St-10
CD-2	E-6
CD-3	St-12
CD-4	E-5
CD-5	St-2
CD-6	E-4
CD-7	St-4
CD-8	E-1 (ground)
CD-9	SW-1C
CD-10	Plug pin 1
CD-11	Plug pin 2
CD-12	Plug pin 3
CD-13	Plug pin 4
CD-14	SW-1A
CD-15	E-7
CD-16	E-3 (+5vDC)

Hook a 4.7K resistor between CD-9 and CD-16, (or any other handy source of the +5v). Hook a 4.7K resistor between CD-14 and CD-16, (ditto, again, etc).

SW-1B	E-1 (or any other handy ground point)
SW-2A	E-2
SW-2B	The pad on the 'finger switch' mentioned above, where you cut the wire link.
SW-2C	Plug pin 6

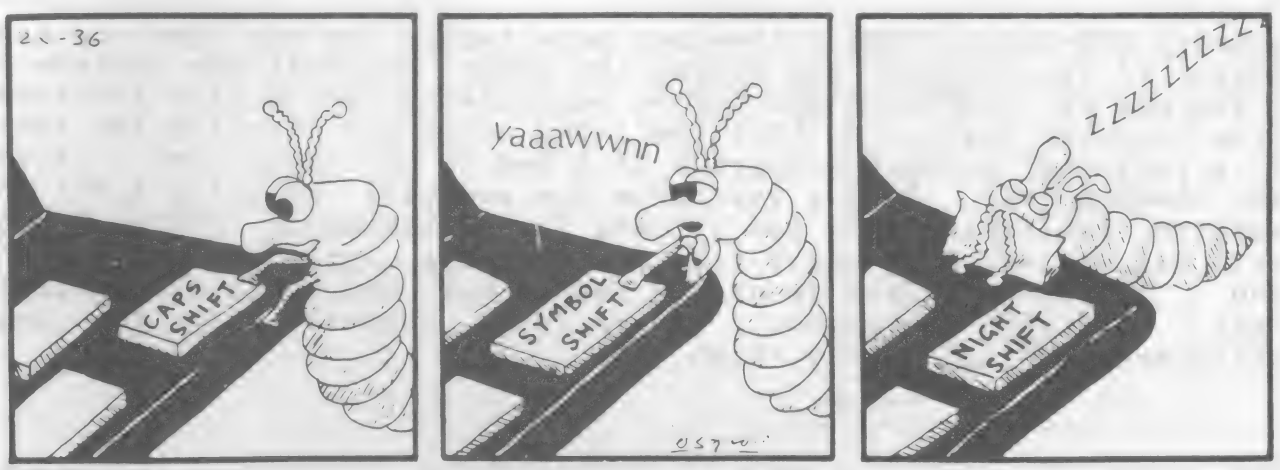
Hook the last 4.7K resistor between SW-2C and a convenient source of +5v, e.g. E-3.

E-2	Plug pin 9
E-1	Plug pin 8 (ground)
E-3	Plug pin 7 (+5vDC)

That is exactly what I did to mine. Push the wires neatly out of the way, test, and put it back together again. In one position of the new switch, the trakball now looks like a mouse, and the other switch has no effect. In the other position of the new switch, the old switch selects between joystick and tablet operation.

Good luck

. . . taking careful note of the shift keys.



REVIEW

A REVIEW OF THE LIGHTSPEED 520ST RAM UPGRADE PACK

Computer Oasis in Cottesloe, Western Australia offers a 520K memory upgrade for the Atari 520ST. There's nothing unusual about that; what's unusual is that the upgrade is a plug-in-and-run board that fits under the RF shield. No component changes, no trace cuts, no solder (no solder burns).

The LIGHTSPEED 520ST RAM unit attaches to the buffer chips and plugs into the MMU (Memory Management Unit) socket, which is the large square socket near the centre of the 520ST's board, top side. This is accomplished without evicting the MMU, because the socket is designed to permit such additions; the pins and contact are on the sides, not the bottom, of the MMU and the upgrade plug insinuates its pins precisely between the MMU contacts and those of the socket - if everything is aligned correctly and you don't bend any pins.

I can report that I had no difficulty whatever with the installation. As recommended I strapped a grounded cuff to my wrist and went right to work. The entire job took me about ten minutes, from reading the installation instructions to re-closing the case.

You can certainly do an upgrade cheaper if you buy your own chips and piggyback, but you have to decide what your time is worth. Ninety percent of the up-graders I know spent several days after insallatuion, just debugging their equipment - finding poor connections and re-soldering. If you're not highly skilled then the Lightspeed 520 ST RAM Upgrade is the way to go. The unit looks well designed electrically and mechanically.

Now the habituating part :- Computer Oasis is offering additional memory upgrades all the way to 2.5 and 4 Meg. So you'll insert your firsthalf meg and then you start thinking "That was so easy, and it wouldn't be any harder to add just a little more".

You think you won't become addicted? Then consider this: The board I installed can be upgraded to 2.5 and 4 Meg at any time, simply by replacing its 256K chips with 1 Meg chips and moving a few jumpers.

Today's 256-kilobit Ram prices may have fallen by the time you read this. If you feel you can source the chips yourself the upgrade to 1 Meg may be cheaper if you buy an unpopulated board also available from Computer Oasis. Now that the 1 Meg chips are entering the scene at a realistic price the upgrade to 4 Meg is no longer just a dream. Who needs 4 Meg? Well a year from now you will be doing a bit of desktop publishing,and you'll long for a humongous RAM DISK that will let you scroll rapidly from the top of a large document to the end. Your hard drive is pretty fast, but you don't want pretty fast, you want right now! There is no question that for real efficiency RAM is the way to go.

And now for the prices:

unpopulated board	$289
1 MEG upgrade	$329
2.5 MEG upgrade	P.O.A.
4 MEG upgrade	P.O.A.

For further information contact :

Computer Oasis
Suite 37 Grove Plaza,
406 Stirling Highway
Cottesloe W.A. 6011
Phone : (09) 385 1765

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Dear Teacher:

Please excuse Joe from school yesterday. He had diarrhoerea through a hole in his shoe.

THUNDER REVIEW. SPELLING CHECKER

by Mark Perreira
from FirST Sept. '86

There is an old adage that goes something like this, 'Where there is lightning there is thunder.' It is from this that Batteries Included got the name for one of their first products on the ST. THUNDER! on the ST is a word speller that is very much like Turbo Lighting by Borland. The only question is can lighting strike in the same place twice? In this case, yes! THUNDER! is one of the best spellers I have seen in a long time. With all the word processors for the ST, THUNDER! is a much needed writing tool. The currently available spellers out on the market now (Hippo Spell, Regent Spell, and soon Haba spell), are all stand alone programs that have trouble with different word processing formats. Also, none of these spellers are real-time like Borlands Turbo Lightning, a speller for the IBM that can check spelling on the fly.

Well, I recently picked up a copy of THUNDER! by Batteries Included and it is a dream as far as word spellers. It does not have any of the problems of the current spellers and even has advanced features not found in any speller on the ST or many other computers for that matter. If THUNDER! is any indication of the type of applications that Batteries Included intends to write for the ST, then prepare yourself for a full-featured, useful, well-priced, easy-to-use applications.

FEATURES

THUNDER! is advertised as a real-time word speller. This means that it can correct words while you are typing. If you type a word that it cannot find in its dictionary, it beeps acknowledging that it does not know of this word's existence. You can use THUNDER! to show alternative words or you can choose to ignore THUNDER!'s beep and trust your own knowledge of the English language (not a good thing to do in most cases). How does THUNDER! know what you are typing while using something like First Word? Easy, it is a desk accessory and keeps track of the characters you type; and, as soon as you hit the space bar or the return key it immediately compares the word with its dictionary and decides whether it is a valid word or not. THUNDER! comes with three dictionaries (MAIN.DIC, SUPP.DIC and LEARN.DIC). The main dictionary holds 50,000 words that it knows. If that seems like a lot of words, it is.

So far, THUNDER! is the most complete speller available for the ST. The "SUPP" dictionary is the supplemental dictionary that you can build on your own. It can hold commonly used words that the normal dictionary does not hold. The "EXPAND" or "LEARN" dictionary hold words that you would like the speller to replace for you whenever it comes across a certain word or string. For example, let's say that you would like to type the 'COAST' and have the speller replace that with 'CALIFORNIA ORIGINAL ATARI SIXTEEN THIRTY TWO.' You would add 'COAST' and its exoanded form to the 'EXPAND' dictionary. Whenever you type the word 'COAST' it will automatically change it to its expanded form on-screen right in front of your eyes. You're probably saying to yourself 'this is all well and good, but what if I use ST Writer or another non-GEM word processor?' Batteries Included has also included a stand alone version of their speller that you can run on any text file and get the same results.

It will show you the file name, the word in context, and its alternatives. The stand-alone version of THUNDER! adds many more features that the accessory version does not have. For example, the stand-alone will give you statistics about your file including: total number of words, total number of syllables, number of words with more that three syllables, percentage of words with more than three syllables, total number of sentences, total number of paragraphs, Gunning Fog Index, Flesch's Index, and much more. The Gunning Fog Index and the Flesch's Index are the evaluations of the readability of your document. You'll be happy to know that the newsletter is written for an average seventh grade student.

PERFORMANCE

THUNDER! is a very fast and compact spell checker. The 'MAIN' dictionary that contains 50,000 words is squeezed into a file that is about 80 kilobytes. I even did an experiment taking the dictionary and squeezing it further with the squeeze utility floating around the public domain. After I 'squeezed' it, the file became larger in size by one percent! This should tell you that the file is pretty well squeezed on its own. As far as speed, it is a real-time speller that can easily keep up with the fastest typist. As far as the stand-alone version is concerned, the documentation lists the speeds shown in figure 1.1 for it. The chart shows a file that was spell checked on different storage media.

USABILITY

THUNDER! is one of the most usable programs to come along for the ST in a while. If you are the type of person who plays Time Bandits or Rogue all the time, then this may not be for you. However, if you use your ST for anything that requires you to be typing in information, it may very well be one of the best tools you can buy. Example: you don't like having to pick up the mouse, pull down the desk menu and click on THUNDER! to see what you have spelled wrong after a beep.

THUNDER! allows you to use the ALT key in combination with another key to accomplish the same function. Another example: the computer indicates there is not enough memory to run a program because THUNDER! and its dictionaries are resident. Is it reboot time? Solution: no, use ALT-K and THUNDER! and all of its dictionaries will be killed, freeing up memory for other applications.

Batteries Included has covered all the angles on this product. It is almost a perfect product, but I did find I had some complaints about THUNDER! For one, the 'MAIN' dictionary allows you to add words, but it does not allow to delete them. If you add a word to the 'MAIN' dictionary, you had better make sure it is right, otherwise you will have a corrupt dictionary. You can add and delete words to the 'SUPP' and 'LEARN' dictionaries, but in order to delete them you must use a word processor and edit the dictionaries as if they are text files. This is not too bad, but it is a wee bit unprofessional to require a different product to make yours work. Since THUNDER! is such a wonderful speller, though, I can turn my cheek and look the other direction from these faults. In the documentation, it says that they will be continually updating the product. I hope that in future version they will iron out these faults and make THUNDER! the best speller on any computer.

THUNDER! is also not copy-protected. Batteries Included has decided to go the route of the honor system. This makes this product even more attractive since you can copy it to your hard disk, or to your boot disk. I would not have blamed Batteries Included for protecting such a program like THUNDER!, but I am very pleased that they did not and would like to ask people to respect their rights and not pirate the program.

DOCUMENTATION

I would like to compliment Ian Chadwick and the other people at Batteries Included that put together the manual. It is a wonderful manual that describes the simplest things like what a disk accessory is to how the speller calculates Gunning's Fog Index and Flesch's Index. The 53 page manual is very well written with illustrations and examples.

OVERALL

THUNDER! is one of those rare products that does exactly what it says it does, has good documentation, good support from the company, and is reasonably priced. I have no choice but to give it a five for an overall score. Batteries Included is the first company to come out with a real-time speller and will probably be the only one for a while to come. They could have made a far less superior product and the Atari Community at-large, would have thought it to be a 'good' program. Instead, Batteries Included went far beyond that and came out with a unique and very complete product for the ST. I deeply respect Batteries Included for their effort on THUNDER! Again, as usual, this program demonstrates 'Power without the Price.'

Rob Neate and family at the BBQ in Neerim Junction, Gippsland in June.

CONTRIBUTIONS

The Tablet Typist.
by Mathew J.W.Ratcliff
Analog Computing No.51 February 87.
Reviewed by John Rooke

After finishing your latest masterpiece with your Micro Painter ,Koala Pad or your Atari Artist ,it would be nice to finish it off with some text. Now you can with The Tablet Typist.

The Typist will load an "uncompacted"picture file and allow you to type in either of two font sizes on the picture.The programme supports custom character sets,letting you label your picture in many different fonts on a single line display.

I have different fonts (with the extender .SET)on the same disk as the Tablet and by pressing Control F a directory of all the fonts will be displayed from drive 1.

If you have a favorite character set,put it with the name D:CHARR.SET.When run, the programme will look for a character set file by this name and install it for the edit mode.Since you are editing a graphics screen,the display doesn't change when fonts are changed.
Change colors: First type the next character(not a space),press Control C and the color changes.You have 3 colors,for the small font and 15 for the large font.Keep pressing Ctrl-C for the color you wish.

The default font size is 1 Ctrl-A.Press Ctrl-Z for the large one which is 'double width'.The USR routine for the larger characters rounds off to the nearest 'byte boundry" [4 pixel resolution]. Keep this in mind when using the large font,and use the backup/restore facility to best advantage.

Press Ctrl-B to make a backup.When you plan something different use Ctrl-B first and if you don't like the result use Ctrl-R and the screen will be restored.
Ctrl-H Help takes you back to the Menu.

Both Ctrl-H and Ctrl-F commands exit the edit mode to display a menu.Before this is done,a backup is executed automatically.

Once in the edit mode ,press Ctrl-L to load D:PICTURE.The Typist will beep once to remind you to get the disk ready.Press RETURN to load.Any other keypress will abort.

Ctrl-S to save.A double beep will sound.RETURN to execute ,or any other key to abort.

Press the Logo key and use inverse characters.The BACKSPACE key to remove errors.To jump characters,use Ctrl-ARROW key.The INSERT and DELETE function are not supported.When typing ,RETURN will take you to the beginning of the next line.

You can use the Joystick in port 2 to move the flashing cursor.It starts slowly and speeds up as you hold the stick.This allows for fine positioning and fast moves across the screen.Yes I said port 2 as the MI assumes that your tablet is in port 1.

You can use any control graphics character,if it is one of the reserved letter for commands then press ESC first.

There are two listings to the Tablet.
Listing 1 is saved on a new Dos disk as "D:TABLETYP.BAS".

Listing 2 will write a file to the disk with TABLETYP.BAS under the name D:TYPE.SYS.

It is advisiable to keep copies of these two programs .

I found that the TABLET TYPIST is an excellent program and very easy to use.

Remember that the picture must be 'uncompacted' and with the name D:PICTURE.

If you'r using the TYPIST for your displays,while recording on the VCR ,press CAPS key to disable the flashing cursor,when ready to continue editing,just press RETURN.

TABLETYP.BAS PROGRAM

```
20 GOSUB 1670
30 CLOSE #C1:OPEN #C1,C4,C0,"K:":GOTO
330
40 A=USR(ADR(MOV$),ADR(PIC$),SCR,SCL):
RETURN :REM RESTORE
50 A=USR(ADR(MOV$),SCR,ADR(PIC$),SCL):
RETURN :REM BACKUP
60 FOR W=15 TO C0 STEP -C1
70 SOUND C0,40,C10,W:SOUND C1,42,C10,W

80 NEXT W
90 SOUND C0,C0,C0,C0:SOUND C1,C0,C0,C0

100 POKE C16,64:POKE 53774,64:FOR W=C1
 TO 40:NEXT W
110 IF PEEK(CH)<>C255 THEN POKE CH,C25
5:GOTO 100
120 RETURN
130 IO=IO*C16:IOCB=832+IO:POKE IOCB+C2
,CMND
140 ADH=INT(AD/C256):ADL=AD-C256*ADH
150 NMH=INT(NM/C256):NML=NM-C256*NMH
160 POKE IOCB+C4,ADL:POKE IOCB+C5,ADH
170 POKE IOCB+C8,NML:POKE IOCB+C9,NMH
180 I=USR(ADR("hhh[LV[]"),IO):ERR=PEEK(
IOCB+C3)
190 POKE 195,ERR:RETURN
200 A=PEEK(560)+256*PEEK(561)
210 SOUND C0,181,12,C5:SOUND C1,185,12
,C5
220 POKE A+C3,78
230 FOR I=A+C6 TO A+98:POKE I,14:NEXT
I
240 POKE A+99,78
250 FOR I=A+102 TO A+198:POKE I,14:NEX
T I
260 SOUND C0,C0,C0,C0:SOUND C1,C0,C0,C
0
270 SCMD=C1:RETURN
280 XD=PEEK(XC)+C256*PEEK(XC+C1):YD=PE
EK(YC):RETURN
290 GOSUB 60:A=A-C1:IF A<>C0 THEN 290
300 A=PEEK(CH):IF A=C255 THEN 300
310 IF A=154 THEN GOSUB 60:GOTO 300
320 GET #C1,A:RETURN
330 GOSUB 340:GOTO 560
340 GRAPHICS C0:POKE 752,C1
350 ? "** Tablet Typist By Mat*Rat **"

360 ? :? "This utility will load a fil
e"
370 ? "created by KOALA/ATARI Touch ta
blets"
380 ? "(saved with 'greater-than' keyp
ress)":? "and all Micro Illustrator fi
les."
390 ? "Filename D:PICTURE always used.
"
400 ? "_____
_____"
410 ? :? "Use the Joystick-2 or contro
l-"
420 ? "arrow keys to move cursor."
430 ? "Type any letters at cursor."
440 ? "Use the control key commands:"
450 ? "^L - Load D:PICTURE (beep promp
t)"
460 ? "^S - Save D:PICTURE (double bee
p)"
470 ? "^B - Backup current screen"
480 ? "^R - Restore screen"
490 ? "^A - Font size 1, small"
500 ? "^Z - Font size 2, big"
510 ? "^F - Custom Font control"
520 ? "^C - Change color of last char
typed"
530 ? "^H - Help, This Menu"
540 ? :? "[RETURN] to BEGIN";
550 A=C1:GOSUB 290:RETURN
560 GRAPHICS 24:SCMD=C0:ACC=C1:REM SCR
EEN MOD FLAG,ACCELERATION FLAG
570 CTY=C256:CCT=C1:POKE 710,C0
580 POKE 709,202:POKE 711,48:POKE 712,
0:POKE 708,70:POKE 710,148
590 IF PCFL THEN GOSUB 60:GOSUB 40:GOS
UB 200
600 A=PEEK(560)+256*PEEK(561):SCR=PEEK
(A+C4)+C256*PEEK(A+C5):POKE 756,CCS
610 POSITION XD,YD
620 LOCATE XD,YD,A
630 COLOR C1:PLOT XD,YD
640 COLOR C2:PLOT XD,YD
650 COLOR C3:PLOT XD,YD
660 COLOR A:PLOT XD,YD
670 S=STICK(C1):IF S<>15 THEN POKE 77,
C0
680 DX=(S=C5 OR S=C6 OR S=C7)-(S=C9 OR
 S=C10 OR S=11)
690 DY=(S=C5 OR S=C9 OR S=13)-(S=C6 OR
 S=C10 OR S=14)
700 IF DX+DY=C0 THEN 770
710 XD=XD+ACC*DX:IF XD<C0 THEN XD=319
720 IF XD>319 THEN XD=C0
730 YD=YD+ACC*DY:IF YD<C0 THEN YD=191
740 IF YD>191 THEN YD=C0
750 ACC=ACC+C1:IF ACC>C16 THEN ACC=C16
:REM CURSOR ACCELLERATION
760 GOTO 610
770 ACC=C1
780 A=PEEK(CH):IF A=C255 THEN 610
790 IF A=154 THEN GOSUB 60:GOTO 610:RE
M DISALLOW ^3, KEY-EOF
800 GET #C1,A:IF A=27 THEN A=C1:GOSUB
290:GOTO 1450
810 IF A=155 THEN XD=C0:DY=C8:OYD=YD:G
OTO 730
```

```
820 IF A)=32 THEN 1450:REM TYPE NOW
830 IF A=28 THEN DY=-C8:OYD=YD:GOTO 73
0:REM ^ARROW KEYS
840 IF A=29 THEN DY=C8:OYD=YD:GOTO 730

850 IF A=30 THEN DX=-C16*FNT:DY=C0:OXD
=(OXD+DX)*(XD)15):GOTO 710
860 IF A=31 THEN DX=C16*FNT:DY=C0:OXD=
XD:GOTO 710
870 IF A=26 THEN FNT=C2:GOSUB 60:GOTO
610:REM ^A, FONT SIZE #1
880 IF A=C1 THEN FNT=C1:GOSUB 60:GOTO
610:REM ^Z, FONT SIZE #2
890 IF A<>12 THEN 980:REM ^LOAD
900 A=C1:GOSUB 290:IF A=155 THEN 920
910 GOTO 610:REM NOT RETURN, ABORT
920 FLT=C4:GOSUB 1590
930 IO=C2:AD=ADR(PIC$):NM=SCL:CMND=CGE
T
940 GOSUB 130:IF ERR=C3 THEN 960
950 GOSUB 1620
960 GOSUB 40:IF  NOT SCMD THEN GOSUB 2
00
970 PCFL=C1:GOTO 610
980 IF A<>19 THEN 1040:REM ^SAVE
990 A=C2:GOSUB 290:IF A<>155 THEN GOTO
 610
1000 FLT=C8:GOSUB 1590
1010 IO=C2:AD=SCR:NM=SCL:CMND=CPUT
1020 GOSUB 130:IF ERR)127 THEN GOSUB 1
620
1030 CLOSE #C2:GOTO 610
1040 IF A<>C2 THEN 1060:REM ^BACKUP
1050 GOSUB 50:GOSUB 60:GOTO 610
1060 IF A<>18 THEN 1080:REM ^RESTORE
1070 GOSUB 40:GOSUB 60:GOTO 610
1080 IF A<>C6 THEN 1360:REM ^FONT
1090 GOSUB 50:GOSUB 280:GRAPHICS C0
1100 CLOSE #C2:TRAP 1150
1110 OPEN #C2,C6,C0,"D:*.SET":? "** Ch
aracter Set Directory **":I=C1
1120 INPUT #C2,B$:? B$;:IF INT(I/C2)=I
/C2 THEN ? :GOTO 1140
1130 ? "|";
1140 I=I+C1:GOTO 1120
1150 CLOSE #C2:POKE 702,64:POKE 694,C0
:REM UPPER CASE,NORM VID
1160 ? :? "Atari Font Enable"
1170 ? "Load & Enable new Font"
1180 IF CST$<>"" THEN ? "Re-Enable ";C
ST$
1190 A=C1:GOSUB 290
1200 IF A=65 THEN CCS=CS0:GOTO 560:REM
 ATARI SET
1210 IF CST$<>"" THEN IF A=82 THEN CCS
=CSN:GOTO 560:REM RE-ENABLE
1220 IF A<>76 THEN 1190:REM LOAD NEW S
ET
1230 ? "(RETURN only for another DIR)"
1240 ? "Set Name Only (no DEV or EXT):
":INPUT B$
1250 IF B$="" THEN 1100
1260 D$="D1:":D$(C4)=B$:D$(LEN(D$)+C1)
=".SET"
1270 ? "Load Font file: ";D$
1280 CLOSE #C2:TRAP 1290:OPEN #C2,C4,C
0,D$:GOTO 1320
1290 ? "* I/O Error ";PEEK(195)
1300 ? "Press RETURN ";:A=C1:GOSUB 290

1310 CLOSE #C2:CCS=CS0:GOTO 560
1320 CST$=D$
1330 IO=C2:AD=CSN*C256:NM=1024:CMND=CG
ET
1340 GOSUB 130:IF ERR<>C3 THEN CST$=""
:? "* Bad Font File *":GOTO 1300
1350 CCS=CSN:GOTO 560
1360 IF A<>C3 THEN 1420:REM ^COLOR
1370 CCT=CCT+C1:IF CCT)15 THEN CCT=C1
1380 IF FNT=C1 THEN IF CCT)C4 THEN CCT
=C1
1390 IF CTY=C256 THEN GOSUB 60:GOTO 61
0
1400 XD=OXD:YD=OYD
1410 A=CTY:GOTO 1450
1420 IF A<>C8 THEN 1450:REM ^HELP
1430 GOSUB 50:REM BACKUP FIRST
1440 GOSUB 280:GOSUB 340:GOTO 560
1450 CF=C0:IF A<>126 THEN 1480
1460 CF=C1:A=32
1470 XD=OXD:YD=OYD
1480 B$=CHR$(A):CTY=A:IF  NOT SCMD THE
N GOSUB 200:A=CTY:PCFL=C1
1490 ON FNT GOTO 1500,1510
1500 A=USR(ADR(C$),A,CCT,XD/C2,YD):GOT
O 1520
1510 A=USR(ADR(A$),ADR(B$),CCT,C1,YD,X
D)
1520 OXD=XD:OYD=YD
1530 XD=XD+C16*FNT:IF XD)311 THEN XD=C
0:YD=YD+C8:IF YD)183 THEN YD=C0
1540 IF  NOT CF THEN 1560
1550 XD=OXD:YD=OYD
1560 OXD=OXD-C16*FNT
1570 IF OXD<C0 THEN OXD=C0:OYD=OYD-C8:
IF OYD<C0 THEN OYD=C0
1580 GOTO 610
1590 TRAP 1620
1600 CLOSE #C2:OPEN #C2,FLT,C0,"D:PICT
URE"
1610 RETURN
1620 GOSUB 280:GRAPHICS C0:PCFL=C0
1630 ? "* I/O ERROR ";PEEK(195);" *"
1640 ? "Press RETURN ";:POP
1650 A=C3:GOSUB 290:CLOSE #C2
1660 GOTO 330
1670 C0=0:C1=1:C2=2:C3=3:C4=4:C5=5:C6=
6:C7=7:C8=8:C9=9:C10=10:C255=255
```

```
1680 XC=85:YC=84:XD=C0:YD=C0:CGET=C7:C
PUT=11:C256=256:SCL=7680:C16=16
1690 DIM CST$(20),A$(410),B$(45),C$(35
4),D$(40),PIC$(SCL),MOV$(76)
1700 CSN=PEEK(106)-C16:POKE 106,CSN:GR
APHICS C0:? "Initializing TABLET TYPIS
T SYS file."
1710 PIC$(C1)=" ":PIC$(SCL)=" ":PIC$(C
2)=PIC$:LOD=C0
1720 CSO=PEEK(756):CCS=CSO:CST$=""
1730 TRAP 1760:CLOSE #C2:OPEN #C2,C4,C
0,"D:CHAR.SET"
1740 IO=C2:AD=C256*CSN:NM=1024:CMND=CG
ET:GOSUB 130:IF ERR()C1 THEN 1760
1750 CST$="D:CHAR.SET":CCS=CSN
1760 A$(C1)=" ":A$(410)=" ":A$(C2)=A$
1770 C$(C1)=" ":C$(354)=" ":C$(C2)=C$
1780 MOV$(C1)=" ":MOV$(76)=" ":MOV$(C2
)=MOV$
1790 CLOSE #C2:TRAP 1800:OPEN #C2,C4,C
0,"D:TYPE.SYS":GOTO 1810
1800 POKE 106,160:GRAPHICS C0:? "NO TY
PE.SYS FILE!":END
1810 IO=C2:AD=ADR(A$):NM=410:CMND=CGET
:GOSUB 130:IF ERR()C1 THEN 1800
1820 IO=C2:AD=ADR(C$):NM=354:CMND=CGET
:GOSUB 130:IF ERR()C1 THEN 1800
1830 IO=C2:AD=ADR(MOV$):NM=76:CMND=CGE
T:GOSUB 130:IF ERR()C3 THEN 1800
1840 PCFL=C0:CH=764:FMT=C1
1850 RESTORE 1860:FOR I=C0 TO 21:READ
X:POKE 1536+I,X:NEXT I:GOTO 1870
1860 DATA 169,0,133,212,162,8,70,186,1
44,3,24,101,187,106,102,212,202,208,24
3,133,213,96
1870 RETURN
1880 RESTORE 1860:FOR I=C0 TO 21:READ
X:POKE 1536+I,X:NEXT I:GOTO 1870
```

TYPO FOR TABLETYP.BAS

```
RY 20    PB 30    GZ 40    SZ 50    QQ 60    DS 70    NS 80    EY 90
RL 100   WD 110   ZB 120   JZ 130   CI 140   KT 150   UF 160   VJ 170
RU 180   PZ 190   MZ 200   MI 210   FW 220   NO 230   EK 240   VL 250
OK 260   CQ 270   SU 280   SZ 290   XR 300   KR 310   YL 320   IH 330
IT 340   RD 350   BV 360   CK 370   CQ 380   XN 390   YR 400   BM 410
YI 420   LY 430   YW 440   OE 450   NF 460   LR 470   XB 480   DL 490
JY 500   VU 510   UI 520   JS 530   ID 540   TI 550   XT 560   TC 570
RG 580   FS 590   IJ 600   OH 610   FS 620   LG 630   LU 640   MI 650
KO 660   WB 670   ZA 680   GP 690   LJ 700   YH 710   KS 720   YP 730
KU 740   FB 750   OH 760   TQ 770   DG 780   ID 790   WL 800   YS 810
JE 820   IU 830   SG 840   NA 850   IQ 860   MC 870   MG 880   ZD 890
AM 900   UB 910   TL 920   VN 930   AO 940   UU 950   MI 960   WN 970
BA 980   ZU 990   TG 1000  KO 1010  DY 1020  DM 1030  GI 1040  TO 1050
RR 1060  TI 1070  UQ 1080  FP 1090  TL 1100  HP 1110  VY 1120  JR 1130
SC 1140  RJ 1150  JF 1160  ZT 1170  QK 1180  TW 1190  OJ 1200  OD 1210
BS 1220  YB 1230  EO 1240  MZ 1250  HO 1260  QU 1270  JS 1280  QA 1290
HX 1300  MO 1310  OC 1320  ZO 1330  IF 1340  NW 1350  HN 1360  BU 1370
IE 1380  CU 1390  BH 1400  XL 1410  EB 1420  WB 1430  HG 1440  ZT 1450
CD 1460  CC 1470  WG 1480  UQ 1490  ZK 1500  DX 1510  AC 1520  XW 1530
VS 1540  BY 1550  GI 1560  YX 1570  QP 1580  QB 1590  PC 1600  AO 1610
NW 1620  IS 1630  HA 1640  UQ 1650  QC 1660  PK 1670  LK 1680  IL 1690
YF 1700  HC 1710  DY 1720  YU 1730  NO 1740  WF 1750  WM 1760  JF 1770
UW 1780  NL 1790  AY 1800  XM 1810  GN 1820  YZ 1830  ST 1840  JK 1850
BC 1860  BK 1870  JT 1880
```

```
10 GRAPHICS 8:COLOR 1
20 FOR A=0 TO 319 STEP 3
30 PLOT 0,159:DRAWTO A,0
40 PLOT 319,0:DRAWTO 319-A,159
50 NEXT A
```

LISTING2 PROGRAM

```
1 REM Tablet Typist SYS file Loader
2 REM By Matthew J. W. Ratcliff
3 REM ANALOG COMPUTING NO.51 FEBRUARY
87
4 REM RE TYPED by HONEST JOHN
10 DATA 0,1,2,3,4,5,6,7,8,9,0,0,0,0,0,
0,0,10,11,12,13,14,15
20 DIM D$(90),HEX(22):RESTORE 32000
30 READ LASTLIN,LNLST:RESTORE 10
40 FOR I=0 TO 22:READ A:HEX(I)=A:NEXT
I
50 LINE=990:RESTORE 1000:PASS=0:DONE=0

60 GRAPHICS 0:POKE 752,1:? "CHECKING D
ATA:"
70 LINE=LINE+10:LN=80:IF LINE=LASTLIN
THEN LN=LNLST:DONE=1
80 POSITION 2,4:? "LINE ";LINE
90 READ D$:IF LEN(D$)<>LN THEN 500
100 DL=PEEK(183)+256*PEEK(184):IF DL<>
LINE THEN ? "LINE ";LINE;" MISSING":
END
110 FOR X=1 TO LN-1 STEP 2:D1=ASC(D$(X
,X))-48:D2=ASC(D$(X+1,X+1))-48:B=HEX(D
1)*16+HEX(D2)
120 SUM=SUM+B:IF SUM>999 THEN SUM=SUM-
1000
130 IF PASS THEN PUT #1,B
140 NEXT X
150 READ CK:IF CK<>SUM THEN 510
160 IF  NOT DONE THEN 70
170 IF PASS THEN 210
180 PASS=PASS+1:TRAP 600:CLOSE #1
190 ? "DATA GOOD!":? "PRESS  RETURN
 WHEN Tablet Typist":? "DISK READY ";:I
NPUT D$:DONE=0
200 SUM=0:RESTORE 1000:LINE=990:OPEN #
1,8,0,"D1:TYPE.SYS":POSITION 2,0:? "WR
ITING DATA   ":GOTO 70
210 CLOSE #1:? "* ALL DONE *":? "WAR
NING: Be Sure to SAVE this loader"
220 ? "as a backup, just in case!":GOT
O 520
500 ? "DATA LENGTH ERROR IN LINE ";L
INE:GOTO 520
510 ? "CHECKSUM ERROR IN LINE ";LINE

520 POKE 752,0:? :END
600 ? "I/O ERROR ";PEEK(195);" AT LI
NE ";PEEK(186)+256*PEEK(187):GOTO 520
1000 DATA A5C885DFA90185DEA55485E5A555
85E3A55685E4A657A90AE0059008A914E00790
02A92885EF68F0,383
1010 DATA 30AA6885D56885D4CAF031686885
DFCAF02A686885DECAF023686885E5CAF01668
85E46885E3CAF0,484
1020 DATA 136868CAD0FB18900BA9FD4CA4F6
A90085E385E4A5E585E9A5EF85ECA90085E6A2
080A26E606E990,245
1030 DATA 071865EC9002E6E6CAD0EF85E5A5
5885D8A55985D9A5E51865D885D8A5E665D985
D9A201A557C909,208
1040 DATA B007A2024AB002A203A5E365E4F0
1946E466E3CAF00546E3CAD0FBE6E918A5E365
D885D89002E6D9,128
1050 DATA A5D885E0A5D985E1A90085E2A200
A90095DAE8A5DF95DA0A0A0A0AE895DA05DBE8
95DAA4E2B1D4A2,222
1060 DATA 0086EAC9009004297FC6EAAA85EC
E860B00DA940E0209002A9E01865EC85ECA900
85E9A90085D7A2,695
1070 DATA 080A26D706E99007186SEC9002E6
D7CAD0EF85D618ADF402C5D785D7A00084EBA0
0884EE18900318,671
1080 DATA 98A9A4EBB1D6E6EB45EA85E8A900
85EDA90485E7A90085E9A00286E826E988D0F9
A6E9B5DAA4ED91,126
1090 DATA D8E6EDC6E7D0E518A5D865EF85D8
9002E6D9C6EED0C4C6DED00160E6E218A5E069
0485E09002E6E1,863
1100 DATA 85D8A5E185D91890A66068F00AC9
84F00DAA6860CAD0FBA91685B94C40B96885C3
68C9009004297F,248
1110 DATA C6C3AA8D1606E060B00FA940E020
9002A9E0186D1606D160668688D1706686888D
1806C904900538,16
1120 DATA E904B0F785D6C900F007A9043E5
D685D64E18064E18060D61868688D190685BA
A657A90AE003F0,548
1130 DATA 08A914E005F002A92885CF85BBA5
5885CBA55985CC20000618AD180665CB85CB90
02E6CC18A5CB65,243
1140 DATA D485CBA5CC65D585CCAD160685BB
A90885BA20000A5D485CDADF40265D585CEA0
00A208A90085D1,494
1150 DATA 85D0B1CD45C348680A4890018AD
170585D085D0E001F00306D026D1H6D0Z6D1CA
D0E46898480A000,192
1160 DATA 84D784D4A6D6F0583826D7CAD0FA
B1CB05D745D791CBA5D749FF85D7C8C8B1CB05
D745D791CBA6D6,860
1170 DATA 06D126D4CAD0F9A00018B1CB65D4
91CBA90838E5D6AA84D446D066D4CAD0F9F002
D087A00218B1CB,801
1180 DATA 65D491CB18A5D065D1A00191CB18
9009A5D191CBC8A5D091CB68A818A5CB65CF85
CB9002E6CCC8C8,778
1190 DATA 88D0CE6868F00AC903F007AA6868
CAD0FB6006885D56885D46885D76885D66885D9
6885D8A6D8CAE0,753
1200 DATA FFD00E86D8A6D9D00160CA86D9A0
00F00286D8A000B1D491D6E6D4D002E6D5E6D6
D0D9E6D7D0D560,407
32000 DATA 1200,80
```

TYPO FOR COLOR TEXT PROGRAM

```
BI 1     YV 2     RH 3     AG 4     DW 10    QU 20    QT 30    EB 40
ST 50    WT 60    MT 70    ZC 80    RO 90    XK 100   EP 110   TV 120
EN 130   LT 140   LT 150   CR 160   NE 170   WR 180   EM 190   QN 200
IK 210   KS 220   JW 500   WE 510   VQ 520   EF 600   PU 1000  XI 1010
JM 1020  JL 1030  UH 1040  NB 1050  LZ 1060  DI 1070  LT 1080  LF 1090
AB 1100  XC 1110  EM 1120  DS 1130  ZI 1140  YQ 1150  AZ 1160  YE 1170
RL 1180  ES 1190  AO 1200  BJ 32000
```

COLOR TEXT PROGRAM

```
10 REM LETTERS IN COLOUR
20 GRAPHICS 18:REM GRAPHICS SCREEN 2+1
6 = NO TEXT WINDOW
25 POKE 712,0:REM BACKGROUND COLOUR
30 ? #6;" ThIs Is An ExAmPlE"
31 ? #6;"          OF "
32 ? #6;"   fLAsHiNg  TExt   "
33 ? #6:? #6
34 ? #6;"          By"
35 ? #6;"     JEff MaDdoCK"
36 ? #6
37 ? #6;"        TO end"
38 ? #6;"    PRESS select"
40 GOSUB 100:POKE 708,COLOUR:REM UPPER
CASE COLOUR
45 GOSUB 200
50 GOSUB 100:POKE 709,COLOUR:REM lower
case colour
55 GOSUB 200
60 GOSUB 100:POKE 710,COLOUR:REM INVER
SE UPPERCASE COLOUR
65 GOSUB 200
70 GOSUB 100:POKE 711,COLOUR:REM inver
se lowercase colour
75 GOSUB 200
80 IF PEEK(53279)<>7 THEN LIST :END
90 GOTO 40
99 REM RANDOM NUMBER SUBROUTINE
100 COLOUR=PEEK(53770)
110 IF COLOUR>230 THEN 100
120 RETURN
199 REM WAIT SUBROUTINE
200 FOR WAIT=1 TO 5:NEXT WAIT
210 RETURN
```

TYPO FOR LISTING2 PROGRAM

```
NP 10    HL 20    HV 25    EL 30    QM 31    BA 32    JT 33  LX 34
HF 35    WH 36    UZ 37    CQ 38    EZ 40    PA 45    MS 50  PB 55
FD 60    PC 65    KK 70    PD 75    OS 80    SR 90    MO 99  JC 100
TD 110   ZB 120   WF 199   FA 200   ZA 210
```

UNIVERSITY OF SOUTHAMPTON

ELECTRONICS AND COMPUTER SCIENCE DEPARTMENT

Application: In-house communications network and for designing integrated circuits as part of the MSc in Microelectronics and Design

Systems installed: 80 520ST and 1040ST^F Computer Systems, 16 of which are in one classroom

Lecturers at the University of Southampton have adapted the Atari ST computer range making it possible for the systems to act as terminals by inserting their own ROM chips, and then linking the Atari STs into their own "in house" design computer system. In this way the personal computers can act as terminals, providing the University, and in particular the Electronics and Computer Science Department, with a fast means of communications throughout numerous locations within a 3KM radius as well as one 16-computer classroom.

Using the ST personal computer lecturers and students can access data held on the main Univesity computer. They can make use of the fast processing power of the Atari computers with their 68000 processor and 1/2MB or 1MB built in disk drive to "number crunch" complex data. The high performance of the 520ST and 1040ST^{F}s, which are true 16/32 bit machines, was the primary reason experts at the University chose them, while the excellent price has made it possible for nearly every desk to have a personal computer and a terminal.

UNIVERSITY of SOUTHAMPTON

Department of Electronics and Computer Science

The competitive price/performance of the 520ST was an important factor in the decision to purchase, together with the open disclosure of the technical information required to implement our own systems software. We have experienced good reliability from our systems, some of which have now been in use for over twelve months.

E.J. Zaluska
Senior Lecturer in Electronics

As part of the Masters Degree course consisting of a series of morning lectures (leaving the afternoons free for study and hands-on use of the computers) the Atari ST is being used for the design of integrated circuits. Layouts are changed interactively using the mouse – a remote, hand-controlled cursor for speeding up the use of the keyboard. The software used on the computers for this part of the course is written inhouse by the lecturers themselves. The student's circuit diagrams, which make use of many non-standard characters, can be printed out on a plotter connected to the Atari machines.

The experts at the University believe the Atari 520ST and 1040ST^F computers have made it possible to provide students with some of the best technology available today, which supports their courses at a price lower than any alternatives currently on the market.

UNIVERSITY OF SUSSEX

SCIENCE POLICY RESEARCH UNIT

Application: To assist members of the University Research Unit in the preparation of reports, articles and books and to illustrate and structure talks and lectures

Systems installed: 39 Atari ST computer systems allocated as follows
25 in the Unit's offices
8 in reseacher's homes
6 for the use of research students

The Science Policy Research Unit at Sussex University was set up in 1966 to study important science and technology problems and to contribute to public debates and decision-making on these issues. The Unit is predominantly a research organisation though there is now an increasing involvment in teaching, having its own graduate programme. SPRU is one of a total of three centres funded as part of the Programme on Information and Communication Technology – PICT – initiated by the Economic and Social Research Council.

The results of SPRU's research are published in the form of books, reports, journal articles and in the Unit's own series of Occasional Papers. They are also disseminated through the media and at conferences.

The post-graduate intake to the Unit assist the reseach staff covering such areas as the transfer of technology to developing countries, military technology and arms, theories of technological innovation and their social impact, and research into the science, technology and energy policy in British economic development.

While the several research groups within SPRU are able to choose their own equipment the SPRU Computing and Telecommunications Committee will advise on purchases. The unit has now purchased some 39 Atari ST computers on the Committee's advice. With their diverse interests comes a variety of software needs and while the main use of the computers is for wordprocessing using 1st Word, other applications include graphics (both standard graphics and more free-form drawings to illustrate and structure talks and lectures), spreadsheeting and communications. Using both Uniterm and FASTCOM, the Atari computers are connected to both the University's VAX computers, and to academic and commercial networks such as JANET, EARN/Bitnet and Telecom Gold.

UNIVERSITY OF SUSSEX

Science Policy Research Unit

It is fair to say that only within the last few months – since the introduction of Atari STs into the unit – has use of personal computers become widespread within SPRU. One reason for this is undoubtedly that Atari STs are powerful enough to do the jobs we need them to do, at a price which we can afford.

Graham Thomas
Research Fellow, and secretary of the SPRU Computing and Telecomunications Committee

Future plans within SPRU include the development of several large relational databases and a venture into desktop publishing.

Other departments at the Sussex University include Arts and Social Sciences, Cognitive Studies and Administration. In all over 100 Atari ST computers are used throughout the University.

MID-KENT COLLEGE OF HIGHER & FURTHER EDUCATION
DEPARTMENT OF COMPUTING & MATHEMATICS

Application: To assist in teaching HND and HNC courses in computer-related subjects

Systems installed: 34 Atari Computer Systems consisting of:
27 1040ST^F Computer Systems
7 520ST Computer Systems

Following their original purchase in September 1985, Mid-Kent College use the Atari ST range of computers to assist in teaching approximately 120 students studying for their Higher National Diploma in Industrial Data Processing and the Higher National Certificate course in Computer Studies.

As part of a two year course (consisting of 36 study week in total) students are taught the principles of computers and computer programming. The lectures take about 28 hours of the student's time per week and the remainder is spent in practial "hands on" use of the Atari computers themselves. 25 1040ST^{F}s have been used to make up a programming laboratory where Metacomco's Pascal and Digital Research's 'C' are used to teach basic computer languages. Two further 1040ST^{F}s are used as a software development facility and seven 520STs are located in the computer applications laboratory.

In addition to the HNC and HND courses there are various short courses including the 68000 assembly language programming course using Metacomco's Assembler software. External courses are run in conjunction with major electronics companies in the area. These courses often being specially tailor-made to suit the specific needs of the companies concerned.

Kent County Council — Education Committee

Mid-Kent College of Higher and Further Education

The Atari ST was chosen for:
The 68000 processor providing 32 bit technology, the quality of the system architecture, the economy of price, the available software, the GEM system, the quality of the monochrome high resolution display, the large amount of information available about the systems, the technical back-up provided by Atari UK at Slough.

Philip Clarke.

Philip Clarke
Senior Lecturer, Department of Computing & Mathematics

Maintenance of the equipment is carried out by the College's own staff following their attendance of a special fault diagnosis course held at Atari headquarters in Slough. The software development and hardware diagnostic kits have been purchased, which not only help the staff with the equipment maintenance, but are also used to assist with their various courses.

The College is intending to set up an "Educational Users Bulletin Board" between other Atari computer users and are particularly interested in speaking to other educational establishments to both welcome comments and exchange ideas.

A further 12 Atari 1040ST^F computer systems have now been purchased to expand on their laboratory facilities.

STRATHCLYDE UNIVERSITY, GLASGOW
DEPARTMENT OF THERMODYNAMICS

Application: As part of the University's Degree Course, students are required to develop a basic understanding of computers and in particular computer languages

Systems installed: 70 1040ST^F Computer Systems

50 Atari 1040STF computer systems have been used to create a new computer laboratory for undergraduates in the Department of Thermodynamics at Strathclyde University.

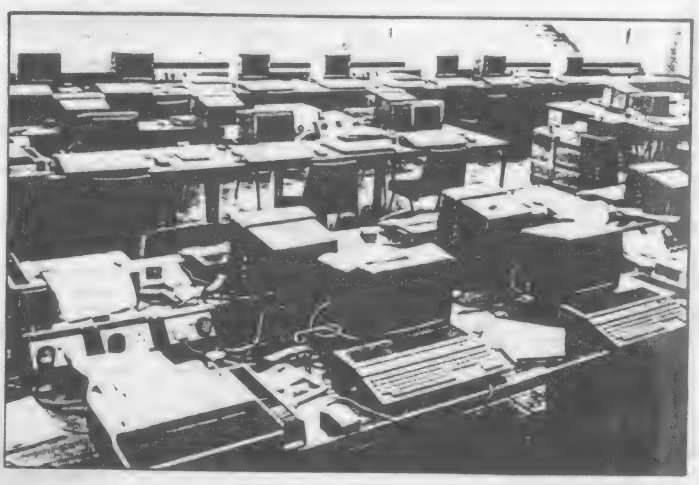
As part of a 75 hour course consisting of 25 lectures and 50 hours laboratory usage, undergraduates will be taught programming using FAST BASIC – a software language from Computer Concepts. The Atari computers were chosen for their fast processing and their ease of use. The systems were felt to be ideally suited for teaching, as students new to computers could quickly get used to the GEM based operating system.

In the third and fourth years, in conjunction with specific projects, students are encouraged to develop their own specialist engineering related software – some of which is planned to become available commercially. All the students are required to produce typed project reports with graphical illustrations. To ensure that everyone has an opportunity to use computers, Strathclyde have taken the unprecedented step of opening the computer laboratory from 8.00 am to 10.00 pm.

An additional 20 systems are split between the tutors and post graduate students for advanced programming in Fortran and C.

The computers are also being used at Strathclyde as terminals connected to the University's VAX machine so that software can be both down loaded to the 1040ST^F or simply used as a means of accessing software on the VAX system itself. In particular, by using the VT100/Tectronix emulator, tutors can log into the mainframe, carry out a series of programming sequences via the Atari "terminal", which can be recorded on the Atari ST computer disk. From there the information is then played back to the students by connecting the Atari ST computer via monitors in the classroom.

The biggest advantage perceived by Strathclyde University when buying the Atari 1040ST^F computer systems is that if compared with other terminals to mainframe computers currently available, not only is the Atari 1040ST^F less expensive (with all the major software languages written for it) but it also works as a personal computer with a host of work processing and graphics packages.



LOGO SIG

++++++SIG-LEG (LOGO, EDUCATION, GRAPHICS)++++++

VARIABLES IN LOGO

Being stirred at a recent meeting by a demonstration which used variables to construct an image of a computer system, I detemined to emulate the project and, with the help of you SIGLEGGERS perhaps push it a little further.

I found the concept of being able to put an image up on screen at any nominated size to be most exciting - imagine constructing a picture of an office and being able to simply drop a diagram of a workstation in at the appropriate size.

Variables in LOGO are not as extensive or flexible as in BASIC and other mathematically based languages, but is very easy to use and, within limits is extremely efficient and effective.

The essence of variables is explained in the Logo manuals under "SQUARES".

```
eg.        TO SQUARE :SIDE
Program(   REPEAT 4 [FD :SIDE RT 90]
           END
Run    (   SQUARE 4....or SQUARE 10
```

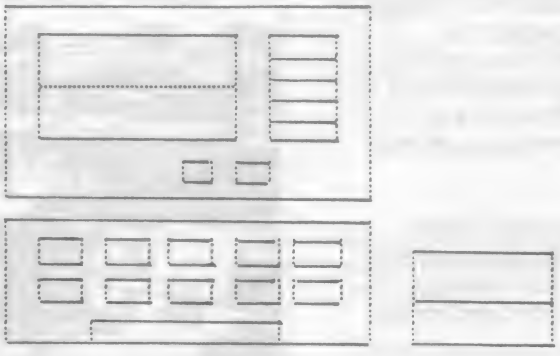
You may use double variables...

```
eg. TO POLYGON :NUM :SIDE :ANGLE
    REPEAT :NUM [FD :SIDE :ANGLE]
    END
```

...But more of that another time...

** Type in the program below and then type SYST 4 or SYST 8 and see what you get.
Tell us or show us at the next meeting what you have done.
PS: You need a LOGO language cartridge of course.

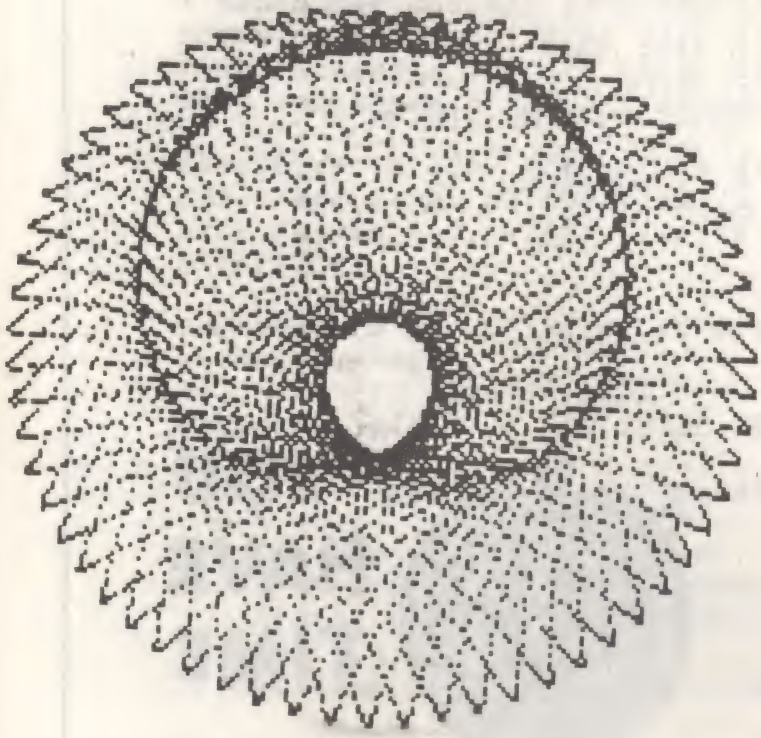
J.P.Braun

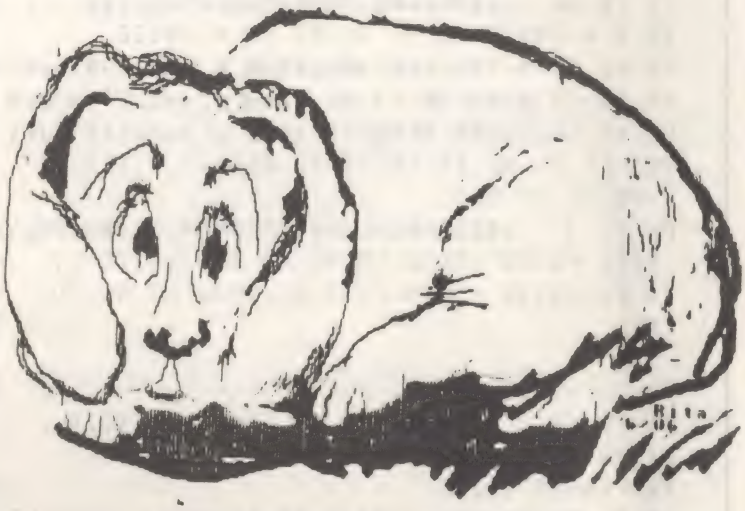


```
TO RRR
REPEAT 2 + RANDOM 6 [SETBG 1 + RANDOM
126 SYST 1 + RANDOM 8]
END

TO SYST :SIZE
MONITOR :SIZE
HT SETBG 48 BK 4 * :SIZE LT 90 PU FD 5.2
* :SIZE
SETPN 2
REPEAT 30 [ST PD FD 13.4 * :SIZE HT BK
13.4 * :SIZE]
END

TO MONITOR :SIZE
DD :SIZE
PU LT 90 FD 7 * :SIZE LT 90 FD 12 *
:SIZE
PD FD 26 * :SIZE RT 90 FD 14 * :SIZE RT
90 FD 26 * :SIZE RT 90 FD 14 * :SIZE
BK 4 * :SIZE PU RT 90 FD 10 * :SIZE
PD FD 14 * :SIZE RT 90 FD 8 * :SIZE RT
90 FD 14 * :SIZE RT 90 FD 8 * :SIZE
PU FD :SIZE PD REPEAT 4 [FD 2 * :SIZE RT
90] LT 90 PU FD :SIZE PD REPEAT 4 [FD 2
* :SIZE RT 90]
PU FD 4 * :SIZE PD LT 90 REPEAT 8 [PU FD
:SIZE PD FD :SIZE LT 90 FD 3 * :SIZE LT
90 FD :SIZE LT 90 FD 3 * :SIZE LT 90 PU]
END

TO DD :SIZE
CS PU BK 5 * :SIZE LT 90 FD 16 * :SIZE
RT 90 PD
PROCESSOR :SIZE
LT 90 PU FD 22 * :SIZE PD FD 10 * :SIZE
LT 90 FD 5 * :SIZE LT 90 FD 10 * :SIZE
LT 90 FD 5 * :SIZE
BK 3 * :SIZE LT 90 FD 10 * :SIZE
END

TO PROCESSOR :SIZE
KEYBOARD :SIZE
PD FD 2 * :SIZE LT 90 FD 26 * :SIZE
LT 90 FD 8 * :SIZE LT 90 FD 26 * :SIZE
LT 90 FD 8 * :SIZE
BK 8 * :SIZE LT 90 FD 6 * :SIZE RT 90 FD
2 * :SIZE LT 90 FD 14 * :SIZE LT 90 FD 2
* :SIZE
END

TO KEYBOARD :SIZE
KEYS :SIZE
PU FD 3 * :SIZE LT 90 FD 24 * :SIZE RT
90
KEYS :SIZE
END

TO KEYS :SIZE
ST SETPN 1
REPEAT 6 [PD FD :SIZE RT 90 FD 2 * :SIZE
RT 90 FD :SIZE RT 90 FD 2 * :SIZE PU BK
4 * :SIZE RT 90]
END
```

IF YOU HAVE TIME

SUBMIT AN ARTICLE TODAY!!!!!!!!





Rita.

'Now, thanks to this, I don't miss any obscene calls when I'm out.'

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NEWSLETTER
Vol-7 No.6

JACG JACG

Aug- 1987

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THE JERSEY ATARI COMPUTER GROUP

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EDITORIAL

Be it the blahs, mid-summer doldrums, vacation fever, or whatever; it has certainly taken time for us to get around to working on this August issue. Nevertheless, here I am, hard at work the day before the printer gets the copy. As noted by our President, Tom Pazel, in his article...perhaps the apathy blues have hit many of us ATARIANS. To wit: membership, attendance, and participation.

At least, by dint of the fact of our finacial investment into things ATARI, we mouth the need for continued support of manufacturers, developers, and dealers; and we decry any diminition of that. Well, in a microcosmic parallel, we can see the same thing in our user group. The JACG is only as good as the support that it gets. Sustaining membership (and thus receiving what I and many feel to be one of the best ATARI Newsletters produced on a monthly basis by ONE user group), attending and PARTICIPATING in meetings, supporting the Newsletter, supporting our advertisers - all of this essential to OUR JACG well-being.

For myself, I enjoy writing, I enjoy demo-ing at the meetings, I enjoy the meetings (haven't missed one since I joined the JACG) in and of themselves, and I enjoy supporting ATARI and ATARI related things. What I don't enjoy is a 'I'm here, entertain me' philosophy; or, 'I'm not here, never or hardly ever here, but give me as much as you can' philosophy. Every one of us has something to offer the group. Yes, everyone, from first-time attendee to died-in-the-wool specialist. The JACG is not simply a means to off-load your surplus ATARI goods, a supplier of a monthly Newsletter, an entertaining and informative meeting, a source of great PD software, a place to buy commercial products and the surplus of others...Yes, that may be what you see, but without interactivity and participation, it will wither. SUPPORT YOUR USER GROUP. SUPPORT THE JACG!.

D.B. Noyes

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MARK YOUR CALENDAR !!
JACG
Meeting Schedule

SEPTEMBER 12, 1987

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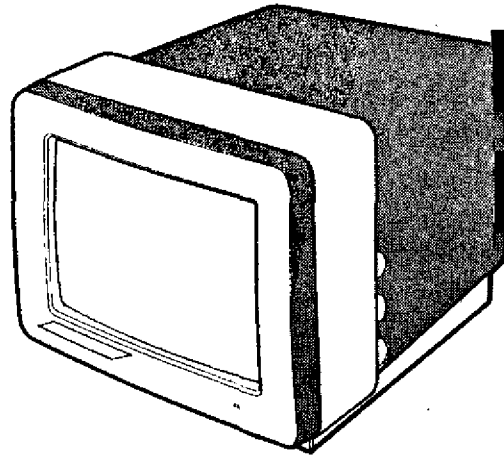

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SM124 MONO MONITOR	159.95
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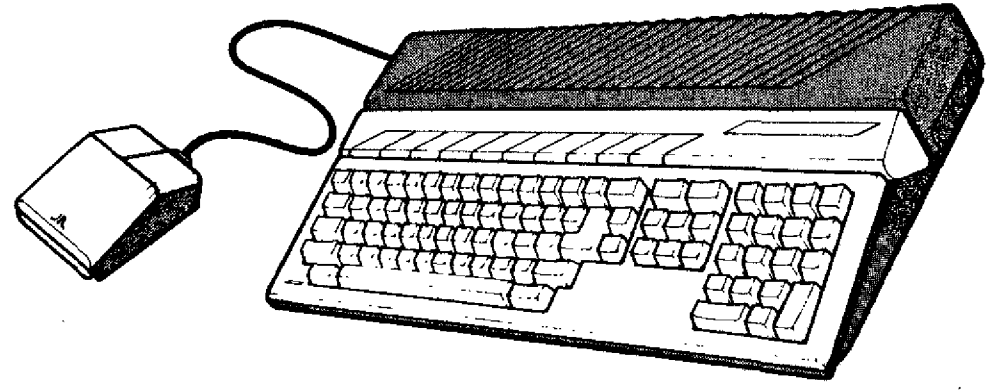

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YOUR ATARI CONNECTION

Doug Van Hook - JACG

With an overwhelming response to the disk library's program "DAISY DOTS", I thought we could review another utility program called "FONT MASTER." FONT MASTER will run on any 8-bit Atari with at least 48K.

Font Master was written in ACTION by Mike Fulton, of Cypress, California. In the documentation he does offer to provide continued support for the program and requests a small donation.

This superb program was designed to print out files, Atariwriter included, in any of 28 styles of font. It will also print all of the graphic characters. Another bonus is the ability to print SYNCALC Spreadsheets sideways using ANY of the available character sets. FONT MASTER provides 28 different Character Sets to choose from, and prints at either 960 dots per line, or at 1920 dots per line.

To use the program I simply (A)loaded it, (B)asked for a directory, (C)loaded the font called CURSIVE, and (D)printed the file called README.DOC. What could be easier than that ?

The author claimed that the fonts could be used with other programs, so I immediately loaded TYPESETTER and successfully loaded all but one of the character sets to the screen. 27 out of 28 ain't bad!

One of the fonts, TRAIN.FNT, will replace selected characters in your text with tiny railroad vehicles. It is up to you to DECODE the missing characters by each word's use in the sentence. Dave Noyes should try printing a few articles this way.

Move over DAISY DOTS, I think we've got you now. Here are the menu selections for FONT MASTER;

1 - Print Text File
2 - Line Width (Characters per line)
3 - Load Character Set
4 - Change Character Set
5 - Top/Bottom Margins
S - Sideways Syncalc Print
D - Dots per line (Printer Resolution)
P - Change Printer (Epson FX/Gemini)
M - Disk Directory
Q - Quit Program

Font Master is available for $3.00 this month as our disk-of-the-month. To order by mail contact:

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306 Division St. Floor 2
Boonton, NJ 07005

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S N A P S H O T

S N A P S H O T

S N A P S H O T

N. Van Oost, Jr. - JACG

Now that I have your attention, I want to tell you about the greatest printer, picture dump program that I have ever come across. It was written by Richard Q. Fox for Joy Fox Productions. If you are in to collecting picture files, anything by Joy Fox is right up there on top of your collecting list. If you own an Okimate 10, Epson or Epson compatible printer (works super great with a Star Micronics SG-10 or NX-10), then this is the printer dump program for you.

SNAPSHOT has five main features:
1) 50 colors on the Okimate 10, and true grey scale on Epson and Epson compatibles.
2) Picture translation from one mode to another.
3) Change colors for printout purposes using joystick or touch tablet.
4) Print in normal or double density on Epson or Epson compatible printers (SG-10 & NX-10).
5) Some DOS file functions.

SNAPSHOT will load, translate and print pictures from Computereyes, Fun With Art, Graphics Master, Micro Illustrator, Micro Painter and Versawriter. It runs under Basic and the author states "...written in Assembly and glued together with BASIC."

You will like the easy to use menu, which gives you a choice of seven options. They are File Directory, Load, Save, Delete File, Change Color, Translate, and Printout. I particularly liked the menu overlay tecnique used, which I'll let you discover for yourself.

If you have Computereyes or collect Graphics 9 (16 shade) pictures, High contrast graphics 7.5 picture, Low contrast 7.5 pictures, Normal graphics 8 pictures, 4 shade or 8 shade graphics 8 pictures you will be amazed at the true screen to printer copy.

About the only other thing I can say in praise of SNAPSHOT is: What you see on the screen, is what you get on the paper. So what are you waiting for? Hurry out and buy a copy of SNAPSHOT!

For further information on this program, contact:
Joy Fox Productions
1364 Campbell St.
Orlando, FL 32806

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FROM THE DESKTOP

by Linda Peckham
917A Preakness Avenue
Wayne, NJ 07470

Oops! My apologies to anyone who read last month's column, and then discovered that Charlie had not received the clip-art disk. I had intended to wait until the end of June to send them, so as to have as many files as possible. Unfortunately, between overtime and vacation, I forgot! I will make sure I get them out for this meeting. There may in fact be two disks -- one full of clip-art (all hi-res), and the other with clip-art, a new Times font, and several other files. All of it is downloaded from Genie and Compuserve. I've yet to start making any of my own clip-art, mostly because I am waiting for the scanner!

Fonts Overflowing

They're here!! Gemini had a disk of three fonts for sale from SoftLogik around the end of June, and then the Font Factory disks arrived! So now there are more fonts than can be loaded in at once. In fact, I can't even give you samples of all of them in one newsletter. But I'll give you what I have room for. Here goes ....

COURIER-ABCDEFGHKJ
KLMNOPQRSTUVWXYZ abcde
fghijklmnopqurstuvwxyz
0123456789!@#$%^&*()-=
_+`~'";:/?

CALLIGRAPHY-ABCDEFGHKJ
KLMNOPQRSTUVWXYZ abcde
fghijklmnopqurstuvwxyz0123456
789!@#$%^&*()-=_+`~'";:/?

AVANTGARDE-ABCDE
FGHKJKLMNOPQRSTU
VWXYZabcdefghijklmnopqu
rstuvwxyz0123456789!@#$%
^&*()-=_+`~";:/?

DEVOLL-ABCDEFGHKJ
KLMNOPQRSTUVWXYZa
bcefghijklmnopqurstuvwxyz01234
56789!@#$%^&*()--_+`~'";:/?

THAMES-ABCDEFGHKJ
KLMNOPQRSTUVWXYZ abcde
fghijklmnopqurstuvwxyz01234
56789!@#$%^&*()--_+`~'";:/?

SPOKANE-ABCDEFGHIJKLMN
OPQRSTUVWXYZabcdefghijkl
mnopqrstuvwxyz0123456789!@
#$%^&*()--_+`~'";:/?

TIMES-ABCDEFGHIJKLMNO
PQRSTUVWXYZabcdefghijkl
mnopqrstuvwxyz0123456789!
@#$%^&*()-=_+'~'";:/?

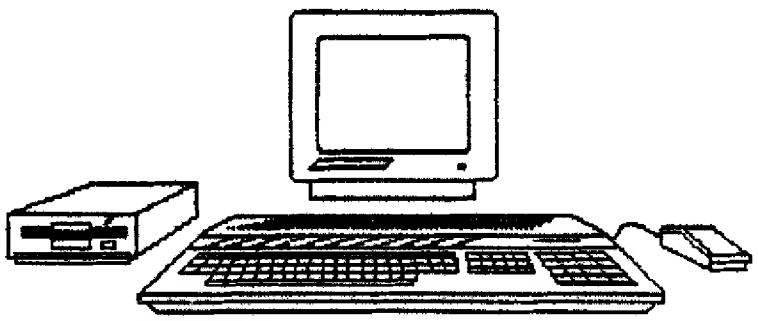
All of the above fonts are printed at 12 points, and the text is 10-point Times. Note that Devoll has only the 'line' font, as opposed to the others which have both 'line' and 'filled' fonts. Most dot-matrix printer fonts come with these two versions. Why? So that dot-matrix printers, which have markedly less resolution than any laser printer, can legibly print small print. Those of you who bought 1.00 of Publishing Partner may remember that the small print on the sample file was nearly illegible, when printed. That changed with 1.01. The text of last month's column was printed with the 'line' version of Columbia. The cut-off for switching from one type of font to the other is set at 13-points for most fonts. The text was printed at 9. But, you say, that text wasn't as legible as it could have been (even allowing for the lousy job the printer did.) So, how to correct that? By changing the "fill-point" ...

The Font Editor

I haven't had any opportunity to try out the editor but changing the fill point is easy. Load the font editor, then pull down the file menu, and load the font. Under the edit menu, select the 'change cutoff point. A display box will pop up, with the smallest fill size, and the smallest "thin bold". Change these values to whatever will work best for your printer, then save the font. And that should be it. (Of course, to do this, you must have a monochrome monitor. If you don't, and you need the points changed, send me a disk, and I can probably change them for you.) The default is set up for the 9-pin printers. I haven't experimented much yet, but, for the moment, I'm changing most of my cutoff points to four points smaller than the original, for the Epson LQ-1000.

Font Limitations

According to what I have been reading on Genie, the increasing number of available fonts is uncovering some new bugs in Publishing Partner. If you attempt to delete any font but the last one, garbage appears in the font display, and the system may crash. What the limit on the number of fonts loaded is, I'm not sure -- at the moment, I've seven fonts in, plus the two system fonts. Since there are some problems in this area, it's probably smart to follow two rules of thumb:



This is one of the images from Font Factor Clip Art Disk #1, printed at 100%

FROM THE DESKTOP (cont.)

1) Make sure the Configuration file only loads in those fonts you want for, every document (click the font selection right after loading to see what is there. If there are extra fonts, delete them, then save the Configuration.)

2) Try and determine which fonts you want to use before starting the document, then load only those.

Shading the Picture

Last month, I mentioned that the hi-res pictures were apparently imported to Publishing Partner at 75 dots per inch. However, in response to my query, posted on Genie, Mr. Kazmeier said that the pictures were imported at 77 dpi. Ouch! What that resolution means, is that it will be difficult to get good output with shaded clip-art at any size or on any printer (except maybe the 1000 dpi + big printers used by professional printers). A picture is sized in Publishing Partner by a percentage. Now try multiplying 77 by any percentage between 1 and a 100 (no fractions). There is no size at which 77 dots can be evenly printed out by either a 300 dpi (most low-end laser printers) or 180 dpi (24-pin printers).

Conclusion? Avoid areas of fill patterns if possible, play around with sizing to discover which gives the best results on a printer, and hope that Version 2 will allow sizing by dots per inch! (I put the suggestion on Genie.)

1990, HARRY C. EISENHUT

Personal Publishing

If you're looking for information on desktop publishing in general, the *Personal Publishing* magazine may be a good place to start. It is one of two magazines on this subject that I know of. I prefer it over *Publish!* for several reasons. It seems geared more to the average user, and is printed on a 300 dpi printer, so as to give the reader a better idea what can be accomplished on equipment most likely to be available. Most importantly, for us Atari owners, the editors state their intention to be open to products for all machines, rather than a seemingly exclusive focus on Macintosh and IBM. In the two issues I've read so far, there hasn't been an article directly concerning the ST, but there have been two ads to sell ST systems! So this is the magazine I recommend. In particular, the July magazine (if you can still find it), is filled with information usable to any would-be d.p. user.

A Place to Print

As I have time, I hope to look for printers in the area that can accept Postscript files over a modem for printout on laser printers. There is at least one place -- if you can afford it. Typeline, in Teaneck, advertises in Personal Publishing, and I received some information from them several days ago. They charge $8.00 for 8.5x11, and $11.00 for a page larger than that, up to 11x17. Files can be uploaded at 1200 baud using Xmodem. (There is no charge for the uploading itself.) The file is output on a Laser Setter as 1270 dpi. The finished product can be picked up at the facility, or mailed for an extra charge. If anyone is interested in more information, you can call Typeline at 837-9839. And I will try and have some copies of the information available at the meeting.

A Place to End

Version 2 may be out by fall. As of the last message from Deron Kazmeier, he hopes to have the new version out by the end of September. As of the end of June, he had coded the following:

- multiple windows
- no redraws when selecting objects or changing modes in the toolbox
- moveable toolbox
- select multiple objects

The new version of the Postscript driver was, as of early July, so full of bugs as to make the author's 'head swim'. So, if you're planning on trying Postscript uploads to other machines, stick with Helvetica, Times and Courier -- these fonts appear to be available on most PS printers.

Anyone planning on buying the Atari laser printer, slated to be out any month now?

See you in September!

This is from DISNEY_2.TNY, a pc clip-art file, printed at 83%. You may be able to notice a striped effect in the background, caused by trying to print the picture at about 93.9 dots per inch with a 180 dpi printer. The image to the left is taken from a series of trademark files. The images were scanned using Computereyes.

C from Pascal and Basic

by Donald Forbes - JAC6

You just bought a new ST, and are looking at the C compiler. But how do you translate all your Pascal and Basic programs into C?

Why would you want to translate your programs from one language to another? There are three good reasons.

The first one is maintainability. A program written in an unstructured language like BASIC is difficult to maintain or enhance.

The second is speed and efficiency. C is an efficient language. C was invented and first implemented by Dennis Ritchie fifteen years ago on a DEC PDP-11 that used the UNIX operating system. Framework and dBASE III were written in C. In fact, AT&T's UNIX operating system was written in C. C gives you access to the bits and bytes, and to memory addresses via pointers. In short, C is a systems programmer's language.

The third reason is practicality. You may see useful programs written in another language, but want to create your own version and use your own compiler.

BASIC and Pascal are two completely opposite languages. Pascal is structured and similar to C. BASIC is unstructured and has virtually no similarities to C.

PASCAL TO C

The similarities between Pascal and C make it possible to write a computer program (in C, of course) to do many one-to-one translations. Then some simple editing of the output may give you a finished product. If you want such a program, you will find it on page 272 of Advanced C by Herbert Schildt (Osborne McGraw-Hill 1986 p. 343 $20).

With this translator program, you can input a Pascal program like this:

```
program test (input, output);
procedure tom (x: integer);

begin writeln(x*2); end;
function ken (w: real): real;
begin if w=100 writeln('w is 100 inside ken');
ken:=w/3.1415; end;
begin writeln('hello there');
tom(25); writeln(ken(10));
end.
```

The translator will then give you this pseudo-C output:

```
test ( input , output ) ;
tom ( x : int ) ;
{ printf ( x * 2 ) ; } ;
ken ( w : float ) : float ;
{ if w == 100 printf ( " w is 100 inside ken " ) ;
ken = w / 3.1415; } ;
{ printf ( " hello there " ) ;
tom ( 25 ) ;
printf ( ken ( 10 ) ) ; }
```

The reason the program works at all is that Pascal and C have similarities such as the use of control structures and stand-alone subroutines with local variables. This way you can do many one-to-one translations.

Pascal and C have three major differences.

Pascal is more restrictive and limited. You do not write system code in Pascal because memory addresses cannot be loaded into pointers, as in C. Pascal does not perform type conversions for you.

Pascal is formally block structured (you create logically connected units of code that are referenced together) but C is not. Pascal lets you create procedures that have other procedures nested inside them. C does not let you define a function inside another function.

The second difference deals with forward references. In Pascal you must declare all your variables, functions and procedures before you use them. In C you must declare all your variables before you use them, but forward references to functions are used all the time.

The third difference is that Pascal does not let you do separate compilations. On the other hand, separate compilation is C's strong point.

Pascal has many keywords, but C has only 32. Some (like else, for, goto, if, and while) are the same. Some are similar, such as begin & {, end & }, case & switch, not & !, or and ||, and repeat & do. In some cases C uses operators where Pascal uses keywords.

Most programs are built around control loops. Pascal has three of them: for, while, and repeat-until. C has matching copies.

A FOR loop in Pascal like this

```
for x:=10 to 100 do writeln(x);
```

would look like this in C:

```
for(x=10;x<=100;++x) printf("%d\n",x);
```

This Pascal WHILE loop

```
while x<5 do begin writeln(x);read(x);end;
```

would look like this in C:

```
while(x<5){printf("%d\n",x);x=getnum();}
```

This Pascal REPEAT loop

```
repeat read(x);writeln(x);until x>5;
```

would look like this in C:

```
do{x=getnum();printf("%d\n",x);}while(x<=5);
```

You should be aware that Pascal and C both access disk files differently, so you will have to hand code that part of the process.

The Pascal-to-C translation program will save you a lot of typing, but you will still have to edit the output a line at a time before you input the text to your C compiler.

BASIC TO C

BASIC to C is another story. You will end up rewriting the program in C using the BASIC version as a guide.

In the first place, BASIC is not a structured language. It does not have a complete set of control structures. It does not have stand-alone subroutines with local variables. You have know both BASIC and C to get the job done.

Here is how a BASIC loop

```
10 FOR I=1 TO 100
20   PRINT I
30 NEXT
```

would appear in C:

```
for(x=1; x<=100; ++x) printf("%d\n",x);
```

This BASIC loop, in which the control variable could be modified,

```
10 FOR COUNT=10 TO 0 STEP -1
20   INPUT A
30   PRINT A*COUNT
40   IF A=100 THEN COUNT = 0
50 NEXT
```

would look like this in C:

```
for(count=10; count>0; --count) {
a=getnum();printf("%d\n",a*count);
if(a==100) break; }
```

This BASIC loop executes at least once

```
10 S=S+1
20 Q=S/3.145
30 PRINT Q;
40 IF S <100 THEN GOTO 10
```

and thus requires a do/while construct in C.

```
do {s++; q=s/3.1415;printf("%f ",q);}
while(s<100);
```

This loop with an initial loop test

```
10 A=1
20 IF A>100 THEN GOTO 80
30 PRINT A
40 INPUT B
50 A=A+B
60 GOTO 20
80 PRINT "DONE"
```

requires this code in C:

```
a=1;
while(a<=100){printf("%d\n",a);
b=getnum();a=a+b;}printf("done");
```

When you convert an if/then/else statement from BASIC then you jump if the IF is true.

```
12 IF Y<100 THEN GOTO 50
13 Y=W
14 T=10
15 INPUT A$
.
50 REM RESUME DISK READS
```

In C, you don't.

```
if(t)=100){y=w;t=10;gets(a);}
/* resume disk reads */
```

Your GOSUB routines in BASIC

```
10 A=10
20 B=20
30 GOSUB 100
40 PRINT A,B
50 C=20
60 D=30
70 GOSUB 200
```

```
80 PRINT C,D
90 END
100 A=A+B
110 B=A/B
120 RETURN
200 C=C+D
210 D=C/D
220 RETURN
```

will become a single function with parameters

```
main() {int a,b,c,d;
a=10; b=20;f1(&a,&b);
printf("%d %d\n",a,b,);
c=20; d=30;f1(&c,&d);
printf("%d %d\n",c,d);}
f1(x,y) int *x,*y;
{*x=*x+(*y);*y=*x/*y;}
```

Your global variables in BASIC

```
10 INPUT A,B
20 GOSUB 100
30 PRINT C12
40 END
100 C12=A+B
110 C12=C12/0.142
120 RETURN
```

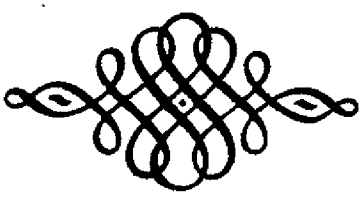
should be changed in C to local variables

```
main() {scanf("%f%f",a,b);
printf("%f",f1(a,b));}
float f1(a,b) float a,b;
{float c12; c12=a+b; c12/=0.142; return c12;}
```

If you plan to do any serious work in C, you may want to get copies of Herbert Schildt's other books. They are eminently readable, and he knows his subject. You can get C: The Complete Reference (Osborne McGraw-Hill 1987) with 740 pages for $25.

If you are interested in artificial intelligence, there is fascinating discussion in chapter 22 on page 571 that you will enjoy reading about. But that is another story...

If you hate typing more than you love money, you can also get the source code for all the programs in both these books by writing him at RR 1, Box 130, Mahomet, IL 61853 or calling him at 217/586-4021.



PRESIDENT'S CORNER

Tom Pazel - JACG

For those of you who noticed (and even those who didn't), my column was missing last month. I feel I must apologize for this. My main "problem" with writing this column is finding the time in which to do it, and unfortunately, I was extremely lacking in that commodity last month. It shouldn't happen again.

Anyway, what I absolutely MUST mention this time 'round involves EVERYBODY (at least, those of you who attend the meetings). From all indications, it appears the JACG is suffering from a case of apathy. Now, before anybody jumps down my throat about this, let me say that I understand that this is the time of year for people to be on vacation, relaxing and enjoying the outdoors. I fully agree with this philosophy and am guilty of it myself. I mean, let's face it folks, there ARE other things in this world to be enjoyed and discovered besides Atari computers. Without dragging my point out any further, let me sum up what I'm trying to say here. Summer is traditionally a "slow" time of year for clubs such as ours. It is to be expected. However, I feel I must urge all members to sit back and think about how much THEY have contributed to this organization. Do you feel comfortable about it? Couldn't you find some time to help out, write an occasional column, do a demo? Let me reiterate something: No matter whether you have 5 years or 5 weeks of experience with our beloved machines, you CAN contribute to this club! I strongly urge you to do so. Remember, people, WITHOUT YOU, THERE IS NO JACG.

As best as I can tell, still no show (in this neck of the woods, anyway) on the new Atari products. I've heard tell that the devices in question are NOT vaporware and are being shipped, at least in the western part of the country. I must let my personal feelings spill out here a bit and say that this is the first time that I've been truly ANXIOUS to purchase an Atari product. I bought my 400/800 computer with little (if any) research and was obviously very happy with what I got. My 130XE and two highly reliable (only 1 failure from both of 'em in almost 5 years) 810 drives attest to the fact that I use and swear by Atari equipment. The XEP-80 has really got me going, however, as I can almost taste ownership. Details on this as they happen.

Let me take this opportunity to wish everyone an enjoyable rest of the summer. As the song goes, "See you in September".

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NOISE from NOYES

B. B. Noyes - JACB

ICD's MULTI I/O BOARD
or
A MIXED REVIEW

A couple of months ago, needing a printer buffer, I bought ICD's recently released product, the MULTI I/O BOARD (From henceforth to be referred to in this article as the MIO Board) for $199.95 (the LIST price. Although a buffer (or "spooler" as referred to by ICD) is only one of the five features, I felt that the additional investment was worth it.

The five features are as follows:

1) 256K Ramdisk with the ability of switching physical and virtual drive designations.

2) Parallel printer interface (similar to the ATARI 850 in function, but with P1: or P2: as options).

3) Serial printer/modem interface (again 850-like RS-232 type).

4) Hard disk interface supporting up to eight SASI or SCSI 5 1/4" or 3 1/2" hard drives.

5) Printer spooler with a variable buffer of up to 255K.

As you can see I bought much more (and, of course, paid much more!) than a printer buffer. Until I purchased the MIO Board, I utilized a printer interface in my TRAK drives (with a 4K buffer), and a borrowed ATARI 850 as a modem interface. I din't own any hard drives, and I use the internal ramdisk in my 256K 800XL. Thus, what I really was doing was adding a buffer ("spooler") and putting all of my "eggs in one basket".

I have to admit, things were looking up. My modem and associated software ran better than ever, and 1K additional memory was available. The ramdisk, and the ability to change drive designations around, was useful...and a lot of FUN. As mentioned, I don't have a hard drive...so I can't attest to the ability of the MIO Board in that area (although I was tempted to purchase a hard drive). So far, beautiful!

Well, what about the printer interface and the spooler? This is where the grief began. ATARIWRITER+ worked FAIRLY well with the spooler (by the way, that is the real reason I purchased the MIO Board...to use it with AW+ in editing this newsletter), however, If I wasn't watching, it would repeat copies on occasion. But that was minor; the spooler did not work at all with ANY program of a database nature (such as SYNFILE+) and acted strangely with various graphics programs (including PRINTSHOP and our own Tom Pazel's PS Utilities). Further, it made no difference whether the spooler was engaged or not...even with a "O"K spooler...problems galore.

Now of course, my first thought was, either I have done something wrong, or my software is "buggy". I called ICD (the first of many direct, long distance calls, some in-person, some to their BBS). I was told that there was a problem with the code in their "chip" and that there were problem with using the MIO Board with SYNFILE+ (this was before I noticed problems with almost any software). I was assured a "fix" was in the works. Subsequent phone calls gave me added intelligence that 1) the "fix" was in the future (perhaps Buck Rogers can use it), and 2) that the problem was with a lot of software. I was further made aware of the fact that it was a "global" problem, in that if I exchanged my MIO Board for another, that I would continue to have the same problems.

Well, this brings up an interesting question. What about all of those glowing reviews in the ATARI-specific magazines? Especially the review by Matt Ratliff. If it is an across-the-board problem with the MIO Board...how did his all plus and no minus review come about? Was his trial of it cursory? I mean, we are talking a review in a major magazine of an EXPENSIVE product. I EXPECT objectivity and thoroughness (not to mention, honesty), in a review that can potentially create sales. I will be sure to send Mr. Ratliff a complementary copy of this Newsletter article, in fact, I'll even send him the entire Newsletter!

I developed my own "fix" to the problem (and based on selling [not list] price, probably lost a bit); the fix was simple, no wiring or hardware modifications were necessary. No more suspense, if you own a 256K MIO Board with similar problems, and don't want to wait for the ICD "fix", here is what I did: I exchanged the MIO Board with ICD for the SPARTADOS Construction Set, The R-Time 8 Cartridge, the US Doubler, and a P:R: Connection. Perhaps you may even be able to negotiate an even better settlement!

Please understand, this is not an "Anti-ICD" article. The fact that I now possess and use the other ICD products should attest to that. Further, when I mentioned an exchange, Tom Harker of ICD was more than cooperative. I wish ICD nothing but success in the future. They have been a good supporter of ATARI and ATARI users. Hopefully the MIO Board will eventually reach its full advertised and claimed potential. I just wanted to assess it honestly.

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221B BAKER STREET

DataSoft/IntelliCreations
19808 Nordhoff Place
Chatsworth, CA 91311
(818)886-5922
LIST PRICE: $34.95

Review By Steve Godun

My first impression of 221B Baker Street, after glancing over the packaging, was but one word: CLUE. This game reminds me so much of the game Clue ((C) Parker Bros.) that I was willing to spend the $35 for it. 221B Baker Street is really a board game of the same name converted to computer, but somehow CLUE became more popular on family tables than 221B Baker Street did.

For those unfortunate few who have never played 221B Baker Street (the board game, that is), let me give you a brief overview. You play the role of a detective trying to solve cases ranging from simply (?) decoding a message to outright murder (or was it suicide?), while other players try to do the same before you do. Rolling a die allows you to move among the buildings and streets of England searching for clues. Nobody is going to jump out and start shooting at you, or try to get you to stand on a trap door, or anything else of the sort. With the obvious exception of the cases to be solved, this is a non-violent game.

Anyway, back to the computer version. Up to 4 players - or you can work on teams, if you like - compete to solve one of thirty crimes included on side 2 of the disk. Players/Teams can choose to don the appearance of the infamous Sherlock Holmes, Doctor Watson, Inspector Lestrade, or Irene Adler. Clues, found in the various establishments ranging from a Pawn Shop to Scotland Yard itself, can be placed under secret codes so that only the team that knows how to decode it will get the clue (this is optional; you can also have uncoded clues). Rolling the "die" (accomplished by holding down the SPACE BAR or the joystick button) allows your joystick-controlled detective to move from 1 to 6 "spaces" on the screen. The entire game board is represented (in excellent graphics) in a three-quarter overhead view. Not exactly true 3-D because your player can't actually disappear and reappear behind a buliding, but impressive nonetheless. And if you get lost, a map is instantly available with the tap of a key.

Clues are given out in parts, so it might take three or four clues to get, for example, the name of the killer. A little logic can spare you the extra clue-getting, since solving the crime in as little clues as possible will get you a higher rating.

The game disk also comes with a Case Book, containing a short background history on each of the 30 cases. In order to understand what's going on in the game, you have to read the case history that goes allong with the game you'll be playing. Each case history is short - usually no more than 5 paragraphs.

A somewhat unexpected treat is speech synthesis. It is very clear and is used throughout the game. For example, when the game begins you hear Holmes say "The game is afoot!" Entering the Carriage Depot brings in the clop-clop of horseshoes against cobblestone streets and the neigh of the horses. And an owl makes his usual sounds in the Park.

Almost all of the cases are very simple to solve. I would consider the age group for this game to be 10-14. Some of the cases are more difficult to solve than others, especially when multiple players are involved. Anyone who has had an interest in computer adventuring but found most adventures like the Ultima series or Infocom games will probably get a longer shelf life out of this one than the dedicated Infocom player (like me). It took me an average of 10 minutes each to solve the first 5 cases, and after that I shelved it. But remember, I'm an Infocom/Ultima person, so I have quite a bit of experience. Lending the disk to a friend who has just started adventure gaming proved my theory - he took on the first few cases and fell in love with it (I wish he'd give my disk back though - it's been a week!). This is definately a family game (have mom, dad, and Junior all join in).

Still, no game is perfect. My biggest disappointment to the game is its one-player mode. No computer opponent shows up on the game board - it's just you and your joystick. It wouldn't be so bad, except that you still have to roll the die to move. That gets a little frustrating after a little while, but you get used to it.

The only other complaint I have is disk access. Every time you enter or exit a building, the disk starts to spin. I would have preferred use of the 130XE's extra RAM to hold some of the data. Still, if you have a quiet drive it's no big problem.

Can I recommend this game? Yes. To whom? Anyone just starting out adventure gaming, those who find other adventures too difficult, and for younger gamers looking for a "grown-up" game. Excellent graphics, pleasant animation, clever, clear speech synthesis, and a non-voilent theme makes this game a winner.

TREASURER'S REPORT - 6/87

S. Vandenberg -Treasurer- JACG

Starting Balance 6/1/87	$ 2488.82
Income	1638.52
Expenses	831.25
Ending Balance 6/30/87	$ 3296.09

BETA TEST

Walt Drummond - JACG

As I sat at my trusty 800XL, typing in the results of the beta test I had just concluded on one of the J.A.C.G library disks, I thought that it might make the basis for an article, or a series of articles for the Newsletter. While the column "PDG", now written by Doug Van Hook, does a terrific job in covering the library disks, he to concentrates on the "Disk of the Month".

I thought that this could be an adjunct to his efforts, in that I will just give a short description of EVERY file on a particular disk each month. As I do the beta testing of each disk that I get from Sam Cory, I get a good understanding of each program, and how they operate. And, since I have to write up a short report on each of them, why not?

If any of the other "Beta Testers" would like to write up an article on the disks they work on, I'm sure that Dave Moyes would be glad to print it. We could print them all under this heading. How about it?

So, with out further ado...

J.A.C.G. Library disk #59

Disk #59 has four graphics demos and/or games on it. The graphics demos are high level. Some of them appeared at one of the C.E.S shows a couple of years ago. All of the files are of the binary program type, and must be loaded from DOS, or from Tom Pazels J.A.C.G Menu.

ROBTSHIP.EXE

A demo of the graphics capabilities of the 8-bit Atari computers. First is a Robot walking toward you, and second is a space ship blasting thru space. Both have incredible detail and highlights.

TRACKS.OBJ

A game in which you switch track blocks around to keep the catapillar from hitting an obstruction. Three levels with two difficulty levels each. A very fast paced game.

BALLSONG.OBJ

A demo of sound and 3-D graphics. Interesting.

PASSION.OBJ

My favorite on this disk. This is a graphics treatment of a catchy tune, with words so you can sing along. Very nicely done!!

BETA TEST

Walt Drummond - JACG

J.A.C.G Library Disk #33A

This installment covers the J.A.C.G Library disk #33A. This disk contains a complete package of programs and subroutines to create and use shape tables in Basic programs. Shape tables are a series of instructions to move the graphics cursor and plot points. Each instruction includes the position and color information of the plotted point.

Shape table implementation is very fast, because the routine makes direct calls to the CIO utility of the operating system.

Included on the disk are the SHAPTAB saved subroutine, and a SHAPTAB.LST listed copy of the same subroutine. Also included are an editor program to create your own shape tables, and a complete set of documentation for the use of the editor and the subroutines.

For your enjoyment, there are also two sample programs with their own shape tables. There is a little work involved in using the demo programs. First, you must LOAD either "DEM69.DSK" or "ATARI3D.DSK" and then ENTER "SHAPTAB.LST" to create a complete program. Make sure that "DEM69.SHP" and "ATARI3D.SHP" (the shape tables) are on the disk. Then just type RUN to see a short demo of what a shape table can do.

The docs are well written and quite extensive, but I've come to expect this from a M.A.C.E program. There is a short SPECIAL NOTICE at the beginning of SHAPETAB.DOC, but as it is dated Feburary 24, 1983, I think we can ignore it now.

On the disk is the routine to create a shape table and save it to cassette (why?). And the routine to get the table from tape into the graphics program. All I can say is that they are there if you need them.

All the programs loaded correctly, and I had no trouble with any of the files. For what ever it's worth, this disk gets my stamp of approval.

Ix NOTICE of COPYRIGHT VIOLATION

EasyPlex
Date: 11-Jul-87 10:50 EDT
From: Clayton Walnum (ANALOG)
Subj: D.F.Scott article

In your Z-Mag 59 you have an article authored by D.F.Scott. That article came from a past issue of ST-Log and is copyrighted by ANALOG Publishing.

The BBS you got it from is also in violation of our copyrights. Please remove the article from the databases and anywhere else you've made it available. Though we allow our programs to be fairly freely distributed, we do not do the same with the magazine's text. We are, after all, in the business of selling magazines. Thanks for your attention to this matter.

Clayton Walnum
Technical Editor

EasyPlex
Date: 11-Jul-87 21:51 EDT
From: Clayton Walnum (ANALOG)
Reply to: D.F.Scott article

Okay, print something about it in the next issue, and along with it, I'd appreciate it if you'd include a sort of "warning" to other BBS and newsletters that, just because we put some of the articles in the databases on Delphi, doesn't mean they should treat the material as if it were public domain. It's most definitely not.

Keep up the good work.

---Clay

REPLY

From: Ron Kovacs [Zmag]

Well, As you can all read we have violated a copyright of Analog Publications. The issue in violation is ZMAG59. I will re-edit that issue and remove the DF Scott article. If your system is carrying old issues of ZMAG, Please remove issue 59 from your database and look for the re-editted issue on the Zmag BBS and CompuServe shortly.

I must stress that if you send in any article to ZMAG, Please make sure it is not copyright any publication and it must have reprint approval.

I find this most embarrasing as I get a number of articles each week for consideration.

I will now research each article received and print the name of the person who sent the article in along with the author.

This notice will be printed in ZMAG62, ZMAGST3.

Although we are a free publication, we are still bound to copyright laws. Please help us out by honoring copyrights.

Thank you for your assistance.

Ron Kovacs
Publisher/Editor
Zmagazine New Jersey

Copyrighted Text

Leo Newman

In reference to the recent copyright violation I would like to apologize to both ZMAG and Analog Magazine. It was never my intention to have a text file posted on my BBS that infringed on anyone's copyright. Since I run a purely Public Domain BBS (much to the dismay of pirates in my area) I have always supported all copyrights on my BBS and will continue to do so in the future.

I would like to point out to Mr. Walnum that I, like most SysOps, have various text files, as well as numerous programs, uploaded to our boards. In the past, I have always checked checked all software thoroughly to see if it is copyrighted software of a commercial type, and if that were the case, I never posted the program on my board, and will never as long as it is possible for me to determine if it is pirated software. As for text files, that brings up another point, however. Seldom does anyone who has captured or typed in text articles ever include any type of copyright notice. Since I have no way of knowing which articles are copyrighted, it is highly possible to inadvertently post a text file which is copyrighted.

Of course, even in view of this fact, it is still not my intention to post any copyrighted text file which will infringe on copyrights. I have always been a big supporter of Analog magazine because of its policy of releasing their programs to the Public in the month that the magazine was printed for. I have even gone to the extreme of writing articles which have been published in newsletters, WACE of Wichita, Ks and ACE of Eugene, just to mention two. These articles dealt with supporting Analog magazine and criticizing ANTIC magazine because of it's software copyright policy.

While I do feel that Mr. Walnum does have a right to protect his copyrighted text, I feel that Analog magazine and Mr. Walnum could have handled the situation better. In doing so they would not have embarrassed publicly the Editors of ZMAG, especially since the article in question was not posted intentionally to infringe upon their copyright. I doubt that you will find very many sysops who have enough time or a large enough library of magazines to validate, for copyright infringement, each and every article which is uploaded to them. I would think that should this happen again, and I am sure that it will, Mr. Walnum and Analog should simply advise ZMAG of the infringement, if it did infringe on their text. And, that they should contact the BBS in question (which in this case was mine) and tell them that the text file was a copyrighted file. ▶

If I had known that the file was a text file from the magazine, I would not have posted it on my board, simple as that. I have, in the past, always tried to make sure that I did not post ANTIC programs on my board because of their copyright policy. Now I am in the process of removing all Analog software from my board. I will no longer post their programs or promote their magazine on my system. This is not done in retaliation due to the above problem, but more so to protect myself from any future change of heart by Analog in regards to their software.

I am a software producer myself, as many of you may know, the Oasis BBS System. I would like to point out to Mr. Walnum that this software product, even though currently one of the most popular BBS programs for the 8-bit Atari, has not been revieved in his magazine nor in Antic. I am not now nor will I ever be an advertiser in either magazine, mainly because, unlike my competition, I do not charge $40 or $70 for the software, but only $15.00, which I am sure Mr. Walnum would realize could not support the advertising charge of his magazine.

Even though I will not advertise because of cost, I feel that Analog and ANTIC both ove me the courtesy of reviewing the software in their magazines. This is something that ZMAG has done on 2 different occasions. Further, there have been reviews in numerous user group newsletters.

Mr. Walnum, again, my apologizes for any problem that it may have caused you for that article being posted on my BBS, the HELP BBS in Wichita, Ks., (316)-683-7514. I can only say that I will attempt to be more selective in the text files which I post on my board.

Editorial comment:

1) I edited Mr. Newman's response in the interest of readability.

2) Although I agree with the position of ANALOG and Mr. Walnum (after all, it IS the legal position), I am also a realist. To think that the posting of a copyrighted ANALOG text file on a BBS would affect the sale of magazines, and the profitability of ANALOG (in a negative way)...C'mon folks!

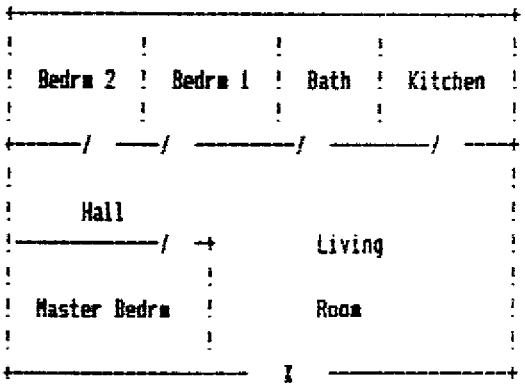
AI Keys to Los Angeles

by Donald Forbes - JACG

You are headed for Los Angeles for an Artificial Intelligence meeting to deliver a talk on Effective Search Techniques, which ought to be a hit because searching is to AI what sorting is to data processing.

You are on the way to the airport and about to start the car when, HOLY MOSES, you discover YOUR KEYS ARE MISSING!!!

The keys must be in the house. But where?

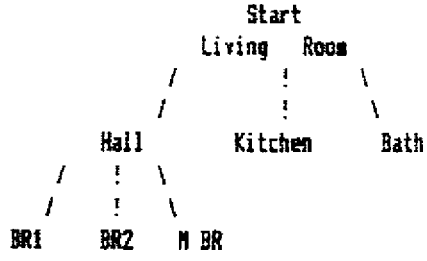


You are standing at I, the front door. Where are your keys? As an AI expert, you realize that the most important first step is to develop an efficient search technique.

You take out your trusty Toshiba portable and call up your search program (written, or course, in C). You cannot afford to make an exhaustive search. This would violate everything that you propose to discuss in your talk in Los Angeles.

Exhaustive searches are extremely inefficient. The reason: what researchers in AI refer to as the combinatoric explosion. If you had a card deck, and placed one card on the table, you could arrange it in 1 way. If you had two cards, you could arrange them in 1 x 2 ways, or 2 ways. Three cards would give 1 x 2 x 3 ways, or 6 ways. Six cards gives 720 ways. The whole deck (52 cards) gives you 8.0658170 followed by 60 zeros. (This number is 52 factorial, according to my Hewlett Packard 15C calculator.)

As you can see, exhaustive searches are not economical. So let us start with a tree search.



Our Toshiba now prints out the search path: Living Rm to Hall to BR1 back to Hall to BR2 back to Hall to M BR back to Hall back to Living Room to Kitchen where, EUREKA, we find the keys.

We start at the root of the tree (which happens to be at the top) and then search each leftmost branch in turn until we come to a node that ends a path (known as a terminal node) and then backtrack to the next branch.

In AI jargon, the house becomes the SEARCH SPACE (the set of all nodes). Each room in the house becomes a NODE (a discrete point and a possible goal). The kitchen, in this case, turns out to be the GOAL (the node that is the object of the search). Your steps through the house become the SOLUTION PATH (the directed graph of the nodes visited that lead to the solution). The bedrooms and the bath lead nowhere and therefore become TERMINAL NODES (nodes that end a path).

An exhaustive search would have examined all nodes. In this case our search ended at the kitchen, and we did not have to search the bath. But in large scale computer searches, the brute-force technique of exhaustive search soaks up too much time and too much of our computing resources.

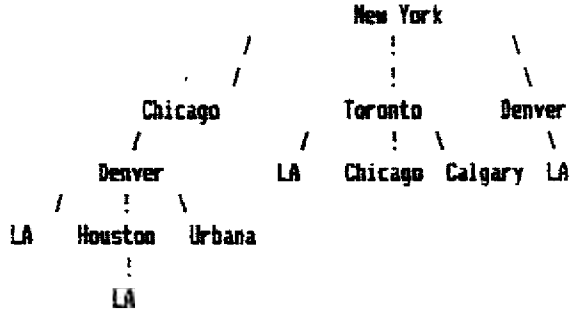
Now that you found your keys you head for the airport and the counter for Nacirema Airlines. Your brother-in-law works for them, and you have a 50% discount ticket. You ask for a direct flight to Los Angeles, and the surprised clerk says: "But we have NO direct flights to Los Angeles!"

"Well, how do I get to Los Angeles on Nacirema?"

They hand you a card listing all their flights:

			Miles
New York	to	Chicago	1000
Chicago	to	Denver	1000
New York	to	Toronto	800
New York	to	Denver	1900
Toronto	to	Calgary	1500
Toronto	to	Los Angeles	1800
Toronto	to	Chicago	500
Denver	to	Urbana	1000
Houston	to	Los Angeles	1500
Denver	to	Los Angeles	1000

Here is a tree version of Nacirema's flight schedule.



So how do you get to Los Angeles? Not to worry. You have your trusty Toshiba with all your AI search programs on disk in C. ▶

There are several ways to search for a solution. The most important, and the most common, are:

BLIND
- Depth-first searches
- Breadth-first searches

RULE-OF-THUMB
- Hill-climbing searches
- Least-cost searches

Which one to pick? We can try them one at a time.

Let us try the depth-first search. Here we explore each possible path to its conclusion (or goal) before another path is tried. As we did in the key search, we start with the leftmost branch and pursue it to the end. We start with New York - Chicago - Denver - Los Angeles. Total distance: 3000 miles. Success! Depth-first searching succeeded in finding a solution on the first try and with no backtracking.

Of course, this was not the OPTIMAL solution. For that, we would have to traverse all the branches to their ending nodes.

The disadvantage of depth-first searches is that you get poor results if you have a long branch with no solution at the end. Then you have to waste considerable time backtracking toward your goal.

How about the number two method? Would breadth-first searching give us a better answer?

Breadth-first searching involves going down one level and examining (left to right) all nodes one level down from the start.

The first layer down gives us Chicago, Toronto and Denver. The second layer down gives us a useless route Chicago to Denver, and then a solution: New York to Toronto to Los Angeles. Total distance: 2600 miles (which just so happens to be the optimal solution).

The depth-first and breadth-first searches , as you can see, are radically different. Both guarantee you a solution (if one exists) because eventually they degenerate into an exhaustive search.

The disadvantage of the breadth-first search soon becomes obvious if the goal is several layers deep -- a lot of effort is needed to find it.

Which method to choose requires you to make an educated guess as to where the goal is most likely to be found. ▶

Both of these methods are blind searches. You keep going from node to node until you find an answer. Which is fine if you have some idea where the goal is to be found. But as a general method, there is a better way.

The better way is to add rule-of-thumb information to speed the search. In AI jargon, rule-of-thumb translates into "heuristics."

If you are lost in the woods and need a drink of water, you would be crazy to start climbing to higher ground. Water flows downhill, and that is the direction you would instinctively choose.

Heuristic search methods use the same technique. You try to maximize or minimize some aspect of the problem.

On your flight to Los Angeles, remember that you have two choices: (1) do you want the fewest connections ? or (2) do you want the shortest route?

Here we will choose the fewest connections. Which means that we will use the third search method, a hill-climbing search. If you are halfway up a mountain looking for your camp at the top, you will know that every step upward is a step in the right direction.

In this case we will search the nodes looking in each case for the node that is farthest from the starting point (in the hopes that it will put us closer to our destination at Los Angeles).

In our case, the first layer gave us Denver as the farthest from New York, and the next layer gave us Los Angeles, our destination. Total distance: 2900 miles, which is not bad. The route had only one stop on the way and is not much longer than the shortest route. Best of all, we found a solution without having to waste time on extensive backtracking.

This turned out to be a good solution because there was a connection from Denver to Los Angeles. If that were lacking, then we would have ended up with a route from New York to Denver to Houston to Los Angeles for a distance of 4900 miles. In AI jargon, this solution "climbs a false peak."

Hill-climbing has three major disadvantages. If you hit a false peak, you have to do extensive backtracking. You can run into "plateaus" where all nodes seem equally good or bad, so that you hill-climbing is no better than depth-first searching. Thirdly, you may run into a "ridge" and backtracking may cause you to cross the ridge many times.

In spite of the disadvantages, hill-climbing is still better than blind depth-first or breadth-first searches.

The opposite of the hill-climbing search (which minimized the number of connections) is the least-cost search (which will minimize the number of miles).

The analogy for the least-cost search is when you stand in the middle of the street on a big hill wearing roller skates — it is a lot easier to go down than up.

The least-cost search takes you to Toronto, and from there to Los Angeles. Total distance: 2600 miles, which also turns out to be the shortest route.

The least-cost search has the same disadvantages as the hill-climbing search, except in reverse. Instead, you have false valleys, lowlands, and gorges.

All in all, rule-of-thumb searches are likely to give you better results than blind searches.

So far we have looked only at single solutions. But suppose that you needed multiple solutions? Suppose, for example, that you had several companions but none were to be allowed to share the same flight?

This is not the same problem as finding ALL solutions, because that again involves an exhaustive search.

Two favorite methods of finding multiple solutions are: (1) path removal, and (2) node removal.

Path removal takes out of the database all those nodes that provide a current solution, and then tries to find another solution. Path removal gets you to Los Angeles three ways: New York to Chicago to Denver to LA (for 3000) miles; New York to Toronto to LA (for 2600 miles); and NY to Denver to LA (for 2900 miles). It so happens that these are the three best solutions.

Node removal works by taking out the last node in the current solution path and trying again. This time you end up with three solutions: New York to Chicago to Denver to LA (for 3000 miles); NY to Chicago to Denver to Houston to LA (for 5000 miles); and NY to Toronto to LA (for 2600 miles). Here we found the best solution and also the worst.

Once you are back from giving your talk in Los Angeles and want to try out the searches on your computer in C, you can find them all in a new (1987) 740-page book called C: The Complete Reference (Osborne McGraw-Hill $25) by a software consultant, Herbert Schildt. (If you don't want to type out the code, call him (217/586-4021) or write: RR 1, Box 130, Mahomet IL 61853.)

He has also written a brand new book on Artificial Intelligence Using C — but it is about time to do the dishes...put out the garbage...and go to bed...so I will save that story for another time...

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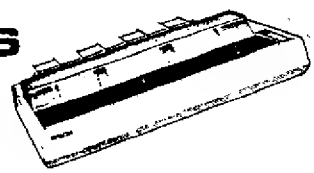

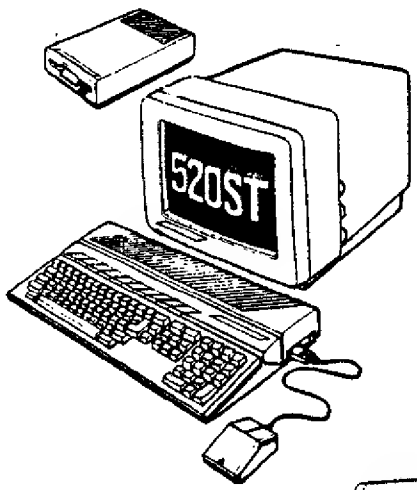

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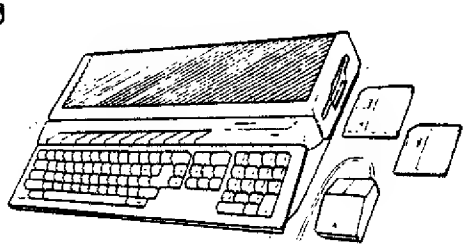

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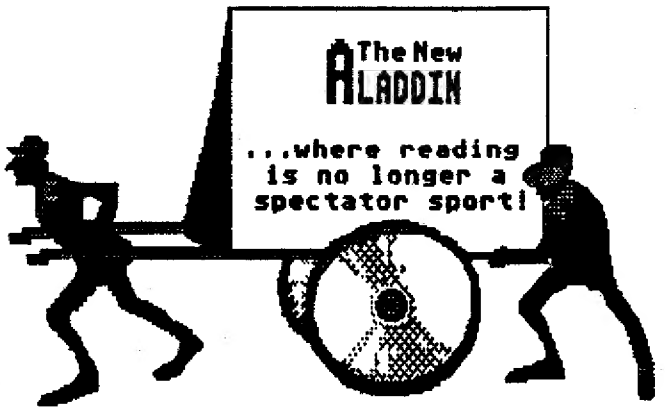

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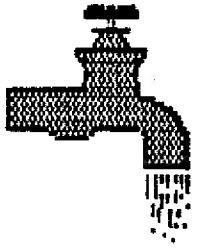
Writing For The JACG Newsletter
****

Articles should be submitted to the Editor by the 20th of the month for inclusion in the next issue. Submissions preferred on disk using Atariwriter. Use paragraph indentation marker (CTRL-P) if possible. Other file structures are acceptable as long as they are not in DOS 3. Do not insert special printer control codes unless absolutely needed. All formats will be considered, including hand written documents and transfer via modem, if first arranged with the Editor.

We encourage everyone to express his/her thoughts, knowledge and opinions as often as possible. Writing will be modified at the discretion of the Editor. No piece will be knowingly altered out of original context or intent.

****

If you want to read the latest Atari news and reviews, download YOUR copy of Zmag from the Syndicate BBS in Middlesex, New Jersey (phone (201)968-8148), or the JACG BBS in Roselle, New Jersey (phone (201)298-0161). Also available now are the current issues of the monthly Zmag ST Report!



Real Drips

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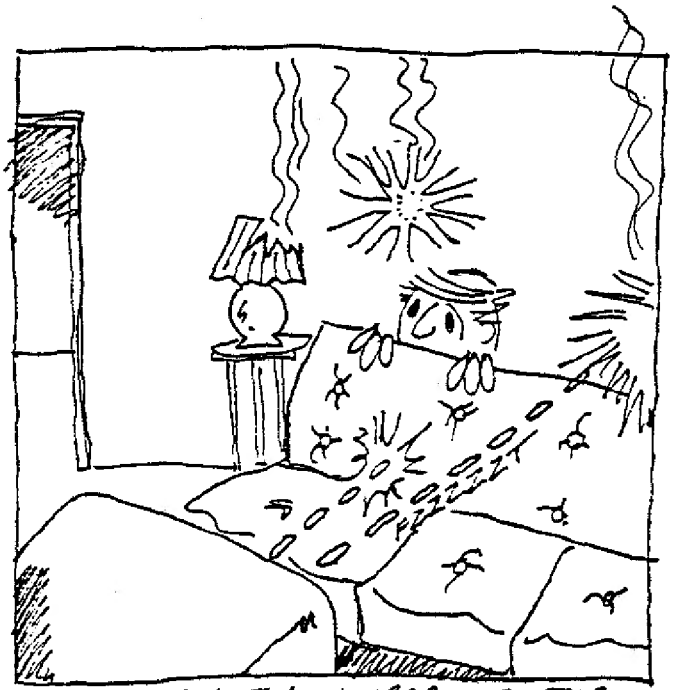

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8. Gorski - JACG

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Gary Gorski
313 Sheridan Ave.
Roselle,NJ 07203
201-241-4554

Rules For Merchant Sales at JACG Meetings

Commercial Sellers Must Advertise

The JACG Executive Committee has adopted the following policy concerning commercial sales at any JACG official meeting. The effective date of implementation will be with the July 14th, 1984 meeting.

1. Any merchant selling or renting products, selling services, or in any way promoting same at JACG club meetings must have an advertisement in the current or previous month's issue of the JACG Newsletter, 1/4 page minimum.

2. The number of merchants shall be restricted to three per meeting unless special permission is granted by the President. Preference will be given to current advertisers.

3. Each merchant will occupy no more than one table space or its equivalent. The JACG does not guarantee availability of tables.

4. Merchants are responsible for the return of all furniture they use to its original location and to leave their area neat and clean before leaving.

5. Merchants will check with the Advertising Manager for permission to set up prior to the meeting to have their qualification confirmed.

6. Merchants may not sell during the official meeting and must cease sales and clean up within 15 minutes after the end of the official meeting.

7. Any merchant violating these rules will be not allowed to operate at JACG functions until compliance is assured through the JACG Executive Committee.

8. A merchant is any person, or group of persons, who operate as a regular full or part-time business for the purpose of profit.

The purpose of these operating rules is to insure non-violation of the Bell Laboratories use agreement which, if violated, could jeopardize JACG's use of the facilities. We appreciate your full cooperation in this matter. These rules do not apply to regular members selling their own second hand hardware or original software as outlined in the Flea Market Rules.

Remember, receiving the JACG Newsletter is just one of the many benefits of being a member of JACG.

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US (inc. APO, FPO, etc.), Mexico and Canada - $25.00
First class mailing of newsletter add $6.00

Foreign memberships - $30.00 (U.S. CURENCY)

JACG
MEMBERSHIP APPLICATION/RENEWAL

RENEWAL _____ NEW MEMBER _____ FORMER MEMBER _____

Name _____ Member #____

Address _____

City/State/Country_____ ZIP:_____

Home Phone Number _____

Date _____ 1st CLASS MAIL _____ 3rd CLASS MAIL _____

NEW TO THE ATARI?

NEED A LITTLE HELP?

PRESS CTRL-CLEAR

SYSTEM RESET TO REBOOT

#@%&#!

BOOT ERROR...

SET OPTIONS NOW

MAYBE A JACG BIG BROTHER CAN HELP

GIVE US A CALL
201-469-6190

Contact: Gary Gorski
313 Sheridan Ave.
Roselle, NJ, 07203
(201) 241-4554

Membership Renewal

Take a moment and look at your mailing label on a recent issue of the JACG newsletter. Check the bottom right hand corner following "Last Issue:". This is the month/year when your membership expires. Try to renew at least one month early. This helps us keep our book keeping in order and avoids your missing any issues of the newsletter.

There are two easy ways to renew:

1. Fill out a membership renewal form in the front lobby before our monthly meeting and present it with $25 (in cash or check) to the Treasurer. Add $6 for first class mailing of the newsletter.

2. Copy the information on your mailing label and send, with your remittance, to:

Robert P. Mulhearn
8 Crescent Road
Pinebrook,NJ 07058

>>>CHECK YOUR LABEL<<<
>>>TODAY!<<<

J A C G Newsletter Advertisements

RETAILERS - MANUFACTURERS - VENDORS

How would you like to reach a targeted audience of over 700 ATARI computer users? This newsletter has a press run of 800 per month, is read by members and non-members alike, and is sent to over 60 other ATARI User Groups across the U.S. and in several other countries.

Advertising is available on a first-come and space-available basis. Camera ready copy, accompanied by payment, must reach the Editor by the 20th day of the month preceding publication. JACG reserves the right to make decisions concerning the placement of ads within the Newsletter and editing or rejecting advertisements deemed unsuitable.

Advertising Rates

Full page (7-1/2 x 9) ... $48.00
Half page $25.00
Quarter page $18.00

Discount rates available upon request.

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8 CRESCENT RD.

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JACG NEWSLETTER — VOLUME 7, NUMBER 6

AUGUST 1987

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